PRIMA'S OFFICIAL STRATEGY GUIDE

BREATH OF FIRE IV

COMPLETE MAPS OF EVERY TERRAIN!

John Shivers
Jason Young

CAPCOM
Acknowledgements

Jason Young would like to thank Rachel Steele for all those last minute food runs, Christy Curtis and Caspian Theal for their infinite patience, and a special thanks to the barter queen, whose ecorc spinae and expert negotiating skills made the time on this project a little more interesting.

John Shivers would like to send thanks to everyone at Prima. Thanks to Capcom, of course, for creating such a great game, and for providing me with a mind-numbing amount of info. Huge thanks to Rick Fish, for introducing me to this job in the first place! And special thanks go out to both my mom and brother, Paul. Last, but definitely not least, thanks to Jason for all the work he put into this guide as well.
**Characters and Game Basics**

**Ryu**

Ryu's past is a mystery, even to himself. He was found by Nina in a mysterious crater near Sarai. To discover where he comes from and who he really is, he travels with Nina around the globe. As the main character of the game, Ryu should be the best of the best, and he most certainly is, with very well-rounded statistics and powerful dragon magic.

**Nina**

Nina is a Princess of Wyndia, a respected kingdom populated by winged men and women. During a tour of the western cities, her sister mysteriously vanishes. In an effort to find her sister, Nina takes off with her close friend, Cray, and winds up meeting Ryu. Nina is by far the most powerful magic user in your party. She quickly proves herself to be a "must use" character.

**Cray**

Cray left Worent to travel with Nina and search for the missing Princess Elena, only to be caught up with the impending destiny of the very world itself. As chief of the warrior nation of Worent, Cray is a natural fighter. He excels in all areas of physical combat and is one of the strongest in your party. When brute force is needed, look no further. Of course he also has many good spells, so don't think of him only as a fighter.

**Ershin**

Ershin first joins the party at Chamba, helping Ryu and Nina cross the hexed and wasted city. She was part of a group of purifiers that goes from town to town and cleans up the hexes left by the Fou Empire after the war. She has told no one of her past, and so she's yet another mystery in a party already loaded with more questions than answers. Ershin usually attacks using a launchable rocket fist. And you can find very little armor for her throughout the game. You have to get someone to make what she needs. She is a worthy character for any lineup.

**Scias**

Scias is a mercenary originally hired by the country of Ludia to watch over Ryu and Nina while Cray is held captive. Moved by Ryu and Nina's dedication to helping their friend and those in need, he is plagued with doubt and guilt over his job. Scias is another powerful fighter, and he has many of the best weapons in the game.
A unique feature to Breath of Fire IV is the combo system in battle. String together a series of attacks that either create a new spell or increase the power of following ones.

Combat Features

Combination Attacks

Scattered around the world are gems that grant Ryu and Fou-Lu the ability to transform into a particular breed of dragon. With the exception of the Serpent and Wyvern, Ryu and Fou-Lu share the gems. Once Ryu can transform into a particular dragon, Fou-Lu can as well.

To transform, use the Meditate skill. This brings up a list of the dragons you can change into. Each dragon takes a particular amount of AP for the transformation, and then an additional AP cost to maintain. This second cost is incurred every turn and is a fraction of the original transformation AP cost.

In dragon form, Ryu and Fou-Lu gain increased statistics as well as special spells and abilities. The exact modification to your statistics varies from dragon to dragon. The spells you can use also vary, and they often follow a specific elemental set; one dragon may have all earth magic, while another may have all fire magic.

At any time you can transform into your human form again by using the Revert Form command.

Masters

Spread throughout the world are masters who teach you valuable skills to aid you in your quest. These skills are often powerful and extremely useful, but it can be a long road to gaining them.

Masters also provide statistic bonuses or penalties to all who study under them. Such bonuses or penalties change the amount you gain in each statistic every level. Refer to the Masters section in this book for more information.

Ursula

Ursula is the granddaughter of the general of the Fou Imperial Army, and a high-ranking officer in her own right. While she is loyal to the Empire and her grandfather, she is disturbed by the cruelty of many Imperial officers. She accompanies Ryu and party back to the Empire. Ursula is a very good all-around character. She has the unique advantage of weapons that can attack all enemies.

<table>
<thead>
<tr>
<th>Spell Table</th>
<th>Level</th>
<th>Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>2</td>
<td>Flare, Fireblast</td>
</tr>
<tr>
<td></td>
<td>5</td>
<td>Confuse</td>
</tr>
<tr>
<td></td>
<td>8</td>
<td>Weaken</td>
</tr>
<tr>
<td></td>
<td>11</td>
<td>Rock Blast</td>
</tr>
<tr>
<td></td>
<td>15</td>
<td>Silence</td>
</tr>
<tr>
<td></td>
<td>21</td>
<td>Cyclone</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Spell Table</th>
<th>Level</th>
<th>Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>24</td>
<td>Enfeeble</td>
</tr>
<tr>
<td></td>
<td>27</td>
<td>Drain</td>
</tr>
<tr>
<td></td>
<td>28</td>
<td>Leech Power</td>
</tr>
<tr>
<td></td>
<td>31</td>
<td>Inferno</td>
</tr>
<tr>
<td></td>
<td>35</td>
<td>Death</td>
</tr>
</tbody>
</table>
Dragon Magic

In addition to the gems, Ryu can also obtain special Dragon Magic. Many dragons exist in this world, each located in a different part. Ryu must find and speak with these dragons to learn from them, and to increase his power to challenge Fou-Lu. Each dragon Ryu speaks with gives him a special Breath Magic that summons the power of the dragon. You can only use such attacks once however; you must rest to regain the ability.

Learning Skills

Many other skills in the game are not necessarily gained through level progression or from masters. These skills are usually learned from enemies. You can learn enemy skills that appear highlighted in blue, and such skills are often hinted at in enemy descriptions.

To learn these skills, use the Guard Command. Your chance of learning it depends on the skill. Some have a 100 percent rate, while the chance of learning others can be very low.

Identifying Enemies

During combat, you can look at the statistics of enemies if you have previously vanquished an enemy of that type. Data given includes how much experience and Zenny the monster gives when defeated, as well as possible items it can drop. And while you can't see an exact HP count, you can see the percentage on the green bar beneath the creature. Note that to be able to see what items they drop, you must have previously acquired the item(s) from an enemy.

Elemental Resistance

Everyone, friend and foe, handles each elemental attack differently. Some are weak against a certain element, while others may be immune to it or even absorb it! In the monster section of this book, numbers are given that indicate a certain level of strength or weakness. The following table shows what these numbers mean and helps explain just how much certain resistance-increasing items can help.

<table>
<thead>
<tr>
<th>Level</th>
<th>Effect Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Takes 200 percent damage</td>
</tr>
<tr>
<td>1</td>
<td>Takes 150 percent damage</td>
</tr>
<tr>
<td>2</td>
<td>Standard damage</td>
</tr>
<tr>
<td>3</td>
<td>Takes 75 percent damage</td>
</tr>
<tr>
<td>4</td>
<td>Takes 50 percent damage</td>
</tr>
<tr>
<td>5</td>
<td>Takes 25 percent damage</td>
</tr>
<tr>
<td>6</td>
<td>Takes no damage</td>
</tr>
<tr>
<td>7</td>
<td>Absorbs damage</td>
</tr>
</tbody>
</table>

General Tips

- If you don't mind possible spoilers, read a few pages ahead in this guide to decide your strategy before you reach that difficult situation.
- Keep your level sufficient for the dungeon you are in. Boss battles can be virtually impossible otherwise.
- Always stock up on the best weapons and armor available. Investigate dungeons thoroughly, because every item is useful. Use the camera angles, and Nina's jump, to see into every nook and cranny.
- Speak to everyone in towns, and elsewhere as well, because they may give important clues.
- Build up the Faerie Village as much as possible! There are items there that can be found nowhere else.
- Give skills to those who can best use them. Super Combo would be wasted on Nina.
- Know your enemies, as most have a weakness you can exploit.
- If your front-rank characters can't take on the current enemy, try using some of your others.
- SAVI OREN!
As the game opens, Nina, princess of Wyndia, and her guardian, Cray, speed across the Northern Desert on their way to the distant city of Synesta. There, they hope to find clues to the location of Nina’s long-lost sister, Elina. But just as they are within sight of the desert’s edge, things go horribly wrong.

Nina and Cray have attracted the attention of a Desert Dragon—and a particularly nasty one at that. Despite their best efforts, their tiny sandflier is rammed by the behemoth, sending it spinning out of control.

What does an 80-ton Desert Dragon do? Pretty much anything it wants to.

When the dust settles, Nina and Cray have miraculously survived. Unfortunately, their sandflier isn’t so lucky. After assessing the damage, Cray concludes that without spare parts, this sandflier will never get off the ground. Luckily, the crash site is within walking distance of a variety of border towns that may have the necessary parts.

Cray and Nina pilot their tiny sandflier across the rolling dunes of the desert.

The sandflier has definitely looked better.

Disaster in the Desert: Crash Site (1)

Cray gives Nina the King’s Sword so she can protect herself in case of emergency.

Cray isn’t entirely sure of Nina’s ability to handle the dangers of the desert alone, so he offers her the King’s Sword for protection. Now properly equipped, Nina makes her way across the Northern Desert in search of the parts they need to complete their journey. Once you have finished your dialogue with Cray, simply direct Nina to any edge of the screen to continue.

After a few moments’ protest, Cray agrees to let Nina go to Sarai.

Cray is concerned about leaving the sandflier alone while they travel to the border towns. With all the bandits in the area, they may come back with replacement parts, but find no sandflier to install them in. After a few moments of argument, Cray agrees to allow Nina to go to the nearby border town of Sarai for parts, while he stays at the crash site to guard their flier.

Beta

Power: 5
Special: Ranged Attack
Weight: 1
Fires Energy Balls.

Nina also carries quite a tidy sum of money—500 Zenny. This should be more than enough to start you on your quest.
In seconds, Nina realizes she is not alone at the bottom of the pit. A huge dragon-like beast materializes right in front of her. Despite its size and obvious strength, the creature does not attack. Instead, it spreads its powerful wings, lets out a blood-curdling cry, and takes to the air, only to disappear again.

Despite being toe-to-toe with a giant winged beast, Nina is surprisingly calm.

When the huge beast has taken flight, Nina is in for another surprise—a less-than-modest Ryu standing beside the merchant's fallen wagon. After a few short but embarrassing moments, Ryu dresses and introduces himself to Nina. Unfortunately, Ryu can't tell her much about who he is or where he is going. Helping each other out of the pit, the pair decides that answers to both of their problems lie to the south, in the desert town of Sarai.

Ryu is also given a fine weapon—the King's Sword. This excellent beginning weapon allows Ryu to inflict considerable damage on his opponents.

Nina gives Ryu the King's Sword.

**Weapon - King's Sword**

| Power: 12 | Special: Holy Attack. Has the same effect as Protect. |
| Weight: 2 | |

**A Fistful of Zenny**

As you travel along the road to Sarai, you may find an exclamation point or question mark over your character's head. These marks indicate that there is something further to investigate. A question mark means you can explore a small patch of terrain, while an exclamation point indicates that an event vital to the story line has just been encountered.

Searching these areas invariably leads to at least one combat situation. Luckily, the enemies are easily vanquished with a few quick strikes. These early battles are a great way of collecting some quick Zenny as well as a few experience points.

Exclamation points indicate parts of the story line of Breath of Fire IV and must be investigated. On the other hand, you don't actually have to explore any of the areas indicated by a question mark. However, if you skip them, you'll also skip useful items, experience, and a fistful of Zenny.

If you stop to investigate such areas, be prepared to face your first combat.

Continue to search the surrounding area—you'll eventually find an item such as Healing Herbs or Baby Frogs.
Once you have learned what the Eye Goo can teach you, send this monster to Eye Goo heaven. Between Ryu and Nina, you should be able to eliminate it within a single round of combat.

Time to kick an Eye Goo's blobby butt.

**Enemy - Eye Goo**

<table>
<thead>
<tr>
<th>HP</th>
<th>Agility: 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>AP: 5</td>
<td>Wisdom: 1</td>
</tr>
<tr>
<td>Power: 16</td>
<td>Exp: 8 exp</td>
</tr>
<tr>
<td>Defense: 12</td>
<td>Zenny: 6</td>
</tr>
</tbody>
</table>

Special: After six turns it uses the Rest ability.

**Enemy - Cap**

<table>
<thead>
<tr>
<th>HP</th>
<th>Agility: 9</th>
</tr>
</thead>
<tbody>
<tr>
<td>AP: 15</td>
<td>Wisdom: 1</td>
</tr>
<tr>
<td>Power: 18</td>
<td>Exp: 7</td>
</tr>
<tr>
<td>Defense: 10</td>
<td>Zenny: 8</td>
</tr>
</tbody>
</table>

**MISSION TIP**

Press ◆ to use Nina's flying ability to look at the surrounding terrain. This should help you get your bearings among the many trails winding through the cliffs.

**MISSION TIP**

Don't be afraid to change your viewpoint by pressing the ◆ or ◆ buttons. Although useful in revealing terrain here, the change in perspective becomes absolutely vital later on.

This is also the first situation where you have to fight various enemies. Luckily, the most vicious monsters you encounter are the Cap and the Eye Goo—neither of which should be much of a threat. The Eye Goo offers you the possibility of learning a new skill.

When combating this blue blob, put both Ryu and Nina in Guard mode. After six rounds of combat, the Eye Goo uses its one and only skill—Rest. Once learned, this ability allows your characters to restore much-needed hit and Ability Points while in combat.

Make your way south toward the cliffs on your way to Sarai.
You won’t get very far before Nina trips over her own toes and falls headfirst down the edge of one of the many cliffs. Ryu, ever the dutiful hero, goes tumbling after. The pair meet at the canyon’s bottom, Ryu flat on his face, Nina floating gently to earth with the aid of her outstretched pink wings. Once you regain control, head west, along the canyon wall.

You find a nice, cozy cave nestled into the cliff wall. Head inside to make camp until morning. While Ryu and Nina sleep quietly at the canyon bottom, elsewhere, the night awakens to a blaze of light and rubble…

Night has fallen, so perhaps a quick rest within the cozy confines of this cave is a good idea.

The Tomb: The Awakening (A)

Far away, in a tomb forgotten ages past, Emperor Fou-Lu has awakened from his long slumber. With his companion and guardian Won-Qu, the emperor steps from his tomb to survey the world of mortals. Instead of the teaming throngs of priests and worshippers he expected to herald his return, only the full moon and cold winds greet the ancient monarch.

The emperor senses a powerful yet still slumbering force beyond the confines of his tomb. Suspecting something is amiss, Fou-Lu orders his loyal companion to guard their resting place and sets out into the night alone.

**Mission Tip**

As Fou-Lu, investigate the temple surrounding the emperor’s tomb before moving on. You find a chest of Ambrosia near the rear of the main pyramid.

After investigating the surrounding terrain, head down the main staircase of the pyramid, toward the west. You come to various lesser ruins, including a fallen pillar that blocks your path. Walk up the pillar to higher ground, hopping from the ridgeline to the tops of the few pillars still standing. Continue south, following the path until you have your first encounter with some of the nasty native life.

A. Wisdom Seed – 1

B. Imperial Guards – 2
The Zaurus is one of the nastiest critters roaming the hillside around the temple. This hefty beast may seem intimidating, but Fou-Lu is far from helpless. He's an emperor god after all. Simply attack this T-Rex wannabe with Fou-Lu's energy sword to dispatch it quickly. You may take some damage, but probably nothing more than a scratch to his immortal highness.

**Mission Tip**

Try to keep your exploring to a minimum. The longer you walk, the more likely a Zaurus will attack. Although you make short work of these beasts, sustained battles will eventually wear you down.

**Mission Tip**

Head down this darkened path to the north before meeting up with the two guards. You find a Wisdom Fruit that disappears after you've toasted the guards.

Head down the paths, slaying any stray Zaurus you find. You eventually come across a pair of soon-to-be-unlucky soldiers. Talk with this duo—after a brief interaction, they admit they have been sent to find and slay the legendary Dragon of Doom that was prophesied to appear that night.

After making them regret meeting the object of their search, send Fou-Lu to the west, away from the ruins...and the black scorch mark that is all that remains of a pair of belligerent soldiers.

**West of the Tombs**

By morning, Fou-Lu reaches an isolated grove, empty save for the occasional hooting owl or prowling Zaurus. Head west, climbing the winding land ramp until you come face-to-face with your destiny.

Fou-Lu is met by the pudgy—and surprisingly dangerous—Yolm, general of the Imperial Army. After a brief yet respectful dialog, Yolm shows his true colors and true power. Within moments, Fou-Lu must face his first real challenge since awakening.

This meeting can mean nothing but trouble.
**Chapter 1: The Awakening**

**Sarai (5)**

Within a day’s walk is the bustling little border town of Sarai. Ryu and Nina search briefly for anything that will jog Ryu’s memory. After a short discussion, you are given the choice of staying with Nina or parting ways. Stick with the princess—it saves time later.

**Mission Tip**

Slicing the townsperson with Ryu’s sword occasionally produces a small reward—4 Zenny or so.

**Cliffs by the Morning Light (3)**

By morning, Ryu and Nina have scaled the sheer rock walls of the canyon, and are back atop the winding trails of the cliff’s edge. Once you have control of the duo, head west to leave the cliffs, or double back to the north to find the only item on the map.

Head to this spot along the northern wall of the cliffs to find a land ramp to the ledges above. The ramp can be hard to spot, so use the directional keys to change your perspective slightly. On the ramp above, you find a single serving of Ammonia. Once you have collected this prize, make your way westward to exit the cliffs.

**Enemy - Kham**

Kham is a brute in every sense of the word—and a fiery brute at that. Immediately initiate Fou-Lu’s transformation into his hybrid Astral Dragon form by Meditating. This transformation offers him the strength and additional power to defeat the formidable Kham.

Your best defense, as usual, is a good offense. Once you have finished morphing into the Astral Dragon, use Fou-Lu’s potent Frost Strike. Under the constant assault of his elemental attacks, Kham will fal in only a few turns.

**Note**

Kham often coughs up an additional Ambrosia. No matter how much damage you have taken during the battle, save it. Taking it now does no good in the battle to come.

Although victorious, Fou-Lu is weakened by his confrontation with Kham. Recognizing the danger in this situation, Fou-Lu flees to the north, with Yolm and a large contingent of Imperial Army troops in close pursuit.

Yolm has his men set the woods ablaze in an effort to further weaken the emperor. Send Fou-Lu west along the path that’s clear of flame to reach the safety of the river beyond. Although trees collapse to limit your options, it really doesn’t matter which path you take.

Despite the emperor’s best efforts, he has been out-maneuvered by Yolm and his Imperial Army. Trapped on a bridge, with Yolm on one side and Imperial forces on the other, Fou-Lu is out of options. After a painfully brief dialogue, Fou-Lu is horribly burned by one of Yolm’s creations and cast down into the chasm below.
**Mission Tip**

Talk to a puppeteer near the front gate of Sarai for some useful tips on exploring, combat, and combo attacks. You need to adjust the viewpoint to bring her into view.

**Mission Tip**

Sarai is a densely packed and cramped little town, with more nooks and crannies than an English muffin. Use ▼ and ▲ to change perspective as you travel through the many winding alleys. Hold down either ◀ or ▶ and use the directional keys to slowly scroll around hard-to-see areas.

Drop by the Weapon Shop near the main gate to Sarai. Pick up the Sage’s Staff, a potent weapon for Nina. Pick up Leather Armor and any other equipment you can afford, saving at least 200 Zenny for later.

**Tavern**

Head to the Tavern at the northeastern end of town. Talk to all of the bar patrons one by one, collecting as much information as you can about the town, Imperial troops, and the war. Once you have pumped everyone else for information, go to the hungry patron sitting at the bar. You have to interact with him twice before he makes it clear that he might be able to help you—for a price.

Buy the old man something to eat and drink. When he’s had his fill, he tells you of an information broker on the other side of town who may be able to help you locate the Sandflier Parts you seek.

**Information Broker**

The information broker hangs out near the door to the Inn. This enigmatic fellow can offer you clues on where to find the parts you need, as long as you pay a proper fee. He won’t divulge the information you seek for any less than 123 Zenny.

He informs you that a black-market dealer hidden behind the Tavern may have Sandflier Parts. But you need a password to get by the Tavern owner. The broker suggests you find a traveling merchant on the highway outside of town who might share the password with you.

Armed with your expensive information, head out the main gates of Sarai, and make your way east along the main road.

**Keeping the Patrons Happy**

The old man at the bar provides you with some useful information—if you can keep him happy. Make the bar patron happy by giving him food and drink. You have to strike a balance—keep him happy enough to tell you what you want to know without filling the old fellow up.

When you buy something for him to drink, both his Food and Happy parameters go up. Likewise, when you buy him a drink, his Drink and Happy parameters go up. Make sure that his Happy gauge fills before either his Food or Drink gauges do, or you’ll get for your trouble will be a thank you and a firm handshake.

Vary what you give him, switching between different foods, as well as drinks and drinks. Also, be quick about ordering for him. If you wait too long between entrees and beverages, his Happy rating starts to slide quickly. Try just using the 5 Zenny items. A good pattern to follow would be Wine, Wine, Steak, Wine, Wine, Steak.

Once the bar patron has had his fill, he happily tells you about the information broker near the front of the Inn. You’ve also given a Punocca as your reward for feeding a hungry old man.

Before leaving the Tavern, look for for a shady-looking frog character hanging about. He will offer to sell you a treasure. Buy it. The Lead Ball will come in handy later.
Along the Highway

Halfway down the highway, you discover a new area to explore—do so. This long chasm-like desert is just chock full of useful little goodies, the first of which is a single quantity of Aurum slightly to the east. If you leave the ravine from the exit to the south, you’re granted access to a hidden fishing spot.

Leave the ravine via the southern exit to access a hidden fishing spot.

Oasis in the Desert

Continue to work your way back and forth along the highway between the cliffs and Sarai, exploring every area you find. In short order, you come across an Oasis, which is different from other desert landscapes you have encountered. Standing at the Oasis is the travelling merchant you have been searching for. Talk to him to retrieve the password.

Return to Sarai (5)

Now that you have the password, return to Sarai, speeding back to the Tavern at the northeastern corner of town. Move behind the bar to engage the bartender in conversation. When he learns that you know the password, he allows you access to a doorway to the rear of the Tavern. Atop a rickety set of stairs, you find the black-market merchant. He tells you to head to a place called Sandflier Valley to find the parts you need. If you bring back some useable material, he can fashion the finished parts.

After the dialogue, turn to the row of cabinets on the southern wall. A single serving of Power Food is hidden there. If you have any money left after paying for information and new weapons, stock up on Healing Herbs and Croc Tears at the supply store near the main gate. You’ll need them.

Fishing Spot

This is your first shot at fishing—so make the best of it. You should have picked up a wooden rod and a few lures while in Sarai in order to take advantage of this secret fishing hole.
Follow the sand dune east and then south until you come to the deck of a massive, half-buried flier. You find a circular hand attached to a post there: turn it to the right by pressing •. This moves a massive rudder below and grants you access to new areas on the map.

Speed down to the sand dunes to collect the 200 Zenny in a chest below. Once you have safely tucked away the cash, return to the handle on the flier deck, and turn it twice to the left. This allows you access to the rest of the map. Continue east, then south down a wooden plank in the belly of an upturned flier hull to reach a lower stretch of sand dune.

You come to a large grounded hulk to the east, with a hole in its side. Enter the fallen vessel and move to a rusted-out winch to the immediate north. This activates a makeshift elevator outside the ship.

**MISSION TIP**

*Firewind is an area attack spell. You can damage entire groups of enemies simultaneously.*

Sandflier Valley is a bleak and foreboding place, with the skeletal remains of ruined sandflyers scattered about. Climb the fallen plank directly to the east to ascend to the sand dunes.

**MISSION TIP**

*Climb a ladder at the bow of the ship to find a Brass Helm in a chest.*
After a fierce battle, the Imperial commander moves to capture Nina with the help of his men. Ryu jumps in to protect Nina, giving the enemy commander a brutal slash across the face for his trouble. Unfortunately, the blow breaks the King's Sword in two, sending a piece of the shattered weapon flying across the room.

Once you have the parts, make your way back to the entrance of the valley and return to Sarai.
Although reputed to be a bustling metropolis, Chamba looks more like an outpost. A few scattered buildings are all that make up this ghost town. Talk with the armor in the northeastern part of the settlement to learn more about the Hex that has plagued the majority of Chamba.

Just when all hope seems lost, the merchant that Nina defended arrives to help. He tells you how to escape the upcoming Imperial ambush by going through the distant town of Chamba.

When you return to the world map, a new road going north out of Sarai is revealed to you. Take this secret route to escape your pursuers.

**Crossroads (8)**

Head east along the highway, until you come to the crossroads where you first discovered the fishing spot. You find Imperial troops here too, cutting off your escape.

**Mission Tip**

Now would be a good time to save your game at the local Inn. The way through Chamba is long and difficult, with few opportunities to save.

Although reputed to be a bustling metropolis, Chamba looks more like an outpost. A few scattered buildings are all that make up this ghost town. Talk with the armor in the northeastern part of the settlement to learn more about the Hex that has plagued the majority of Chamba.

**Mission Tip**

Head into the Machine Room near the main gate to find a pair of Life Sandals.
The conversation with the armorer initiates the return of a band of workers known as Purifiers. According to the armorer, these Purifiers can provide you with information on how to get through the hex-darkened parts of the city.

Visit the Purifiers' barracks, on the northern side of the city. Talk to the figure preparing dinner for the hungry men. This man is Tahb, leader of the Purifiers. Tahb offers to talk to you after feeding his men. Agree to wait—Tahb has a lot of useful information.

The leader of the Purifiers warns you that there is no way to traverse the polluted portions of Chamba without special armor. Tahb suggests that you find a guide among his men to lead you through those areas of the city that are less corrupted and less dangerous.

As Tahb tells you yet again how impassable Chamba is without the proper protection, the gates protecting the small settlement begin to rock violently. With a grand and surprising entrance, the mysterious Ershin appears. This armor-clad Purifier looks more like a walking trash can than a skilled worker. For reasons even Ershin doesn't fully understand, she agrees to lead you safely through Chamba. After twisting Tahb's arm for a few moments, Ershin joins your party.

**Mission Tip**

Stock up on Antidotes before venturing into the Hex. Gassers use deadly Chlorine attacks that only an Antidote can counteract.

---

**North Chamba (10)**

A. Healing Herbs - 5
B. Waist Cloth - 1
C. 300 Zenny Chest

**Mission Tip**

Use Nina’s flying ability to navigate the winding catwalks and rooftops of Hex-torn Chamba. It is very easy to get lost.
Creatures of the Hex

**Enemy - Gassers**

- HP: 350
- AP: 20
- Power: 32
- Defense: 14
- Agility: 12
- Wisdom: 5
- Exp: 18
- Zenny: 13

Special: Gassers require a turn to coat their bodies in poison. Chlorine attack.

Gassers should be your first target in any melee. It takes a turn for them to fully coat their bodies in deadly poison, so eliminate them early before they have a chance to attack. They are especially vulnerable to firewind attacks, as well as direct physical assault. Have Ryu and Nina toss them with their magical combo attack, then let Ershin target whatever is left.

If you are hit with a Gasser's potent Chlorine attack, use an Antidote as quickly as possible. The deadly effects of this attack continue to afflict you until cured—even into your next combat.

**Enemy - Zombies**

- HP: 650
- AP: 0
- Power: 29
- Defense: 4
- Agility: 8
- Wisdom: 1
- Exp: 17
- Zenny: 20

Zombies are easy to deal with—simply launch magical attacks, which they are resistant to, and batter them with direct physical assault. Although they cause considerable damage, they are best left until more dangerous threats are dealt with.

**Enemy - Ghosts**

- HP: 230
- AP: 12
- Power: 30
- Defense: 20
- Agility: 8
- Wisdom: 10
- Exp: 20
- Zenny: 50

Special: Ghosts begin combat asleep. Frost attack.

The trick with Ghosts is to either hit them hard and fast, or just walk away. Ghosts begin any melee combat sound asleep, allowing you to quietly escape if you want. When facing a Ghost in a group of other creatures, attack the Ghost last, allowing it to sleep until you are ready to eliminate it.

If you decide to engage a group of Ghosts directly, attack without pause. You get two turns free from counterattack as the ghosts awake from their slumber. Hit them hard with a combination of physical and magical attacks. Ghosts are rather fragile and easy to hit, allowing you to eliminate at least one every turn of melee combat.

If you don’t dispatch Ghosts quickly, you will face the full and daunting force of their Frost attack. These devastating attacks can do 150–200 points of damage in a single blow!

Charting the Course

Once you have successfully navigated the winding ways of outer Chambra, you have new challenges deeper within the city. You face the mists that Tabb warned you of—absolutely impassable for anyone without a Purifier’s heavy protective armor. The party has to split up to pass this difficult section. Ershin descends into the mists and Ryu and Nina remain above it.

**NOTE:** You can only traverse this section by splitting up the party. Hit to switch back and forth between Ershin and Ryu and Nina.
Begin by sending Ryu and Nine to the same box that you triggered upon entering this section of Chamba. They can reach it by jumping to the rooftop of the house to the north, then following the catwalk. The crate is marked “A” on the city map. This activates a pulley, lowering the crate they are standing on and raising another nearby.

Now send Ershin down the ladder to the immediate south into the deadly Hex mists. The way should now be clear for Ershin to go to the crate marked “B” on the city map. This crate is still in the air when Ershin arrives.

Once Ershin is near the crate, move Ryu and Nina off crate “A” and back onto the roof where they began. This raises crate “A” and lowers crate “B,” allowing Ershin to climb on top.

With Ershin standing on crate “B,” send Ryu and Nina back across the roof to the north and along the catwalk. This time, when they reach the pulley crate, Ershin’s weight keeps it from moving. They can now safely cross.

**MISSION TIP**

Quickly follow the path to the east. Immediately after crossing the pulley crate, open a chest that contains a Waist Cloth.

Continue south, hopping from one catwalk to the next. You quickly reach a raised platform with a large circular valve. Wait here.

Now send Ershin along the walkways below to reach another valve to the south. When Ershin, Ryu, and Nina are standing beside both valves, hit • to activate the final sequence. After a few moments of dialogue, the valves turn, and the mist slowly falls away. The party rejoins, and they quickly make their way west.

**MISSION TIP**

Make sure everyone is at full health with all effects of poison cleansed from them. You need to be in top shape for the battle to come.

You are very nearly to the city walls and out of the area of Chamba affected by the Hex. Head west then north, following the meandering catwalks and rooftops. As you speed toward freedom, something stirs in the murky waters below. The Hex is growing stronger and has taken a physical form—that of a giant, ravenous fish.

Try as you may, you cannot outrun the Hex’s magic. After several near misses, you are finally cornered by the vile Skulfish.

**Enemy - Skulfish**

| HP: 2400 | Agility: 15 |
| AP: 350  | Wisdom: 50  |
| Power: 32| Exp: 429    |
| Defense:18| Zenny: 291 |

**Special: Venom Breath**

The Skulfish is a formidable opponent, with various potent and deadly attacks. The Skulfish’s Venom Breath is especially dangerous, able to poison your entire party in a single round. When attacking directly, the Skulfish can do 80–180 points of damage per strike, depending on who is being targeted.

Your best attack against the Skulfish is frequent use of Firewind. Have Ryu lead with a Burn attack, followed by a Sever from Nina. Have Ershin offer support fire or use Healing Herbs on the most seriously injured characters. Don’t worry about treating the effects of Venom Breath with Antidote. Concentrate instead on keeping all of your characters at 170 HP or above. The Skulfish tends to focus its attacks on the most injured characters.

If you can keep your health up and continue to chip away at the Skulfish using Firewind, this battle should be over within five turns.

With the Skulfish defeated—at least for the time being—send the party west to a nearby ladder. From here they can scale the city walls and pass through Chamba.

Ershin decides that as a reward for her service, she should be allowed to accompany Ryu on his journey. The trio heads northward, toward Cray and the sandflifer crash site.
Crash Site (8)

After trial, tribulation, and attacks from giant fish, Nina and her friends have finally made their way to the sandflier crash site. Waiting nearby is a less-than-patient Cray. After sharing their many adventures with Cray, the group falls off to sleep around their campfire, weary from such a long journey. As they slumber, all four share a strangely prophetic dream.

Cray is a powerful warrior, capable of inflicting terrible damage to his enemies. As Nina's guardian, he will battle relentlessly to protect her, along with any other member of the party.

In addition to Cray's formidable physical prowess, the Wree can also utilize effective protective magic. Use Cray as the mainstay of your combat forces, and support vulnerable characters with his protective magic.

Ryu's Dream

Climbing from some underwater passage, the three realize that this is where Nina's sister Elina is being held. Explore the surrounding room, taking note of the caged bedchamber and odd devices scattered about. Make your way to the staircase in the northeastern corner of this floor.

NOTE: While in this dreamscape, your party consists of Ryu, Nina, and Cray. Ershin is uncharacteristically absent.

New Encounters

You face new, potent enemies while exploring the many rooms of this mysterious palace.

Now head north, into a long passageway. Follow that passage west until you reach a short staircase going up. Here you find a small room with a door and cabinets on the northern wall and a staircase going down along the southern. The staircase leads to the caged bedchamber you saw when you first began this vision quest. Go through the door to conclude the dream.

MISSION TIP

Check out the cabinets and side rooms to find hidden caches of Aurum.
The trio now enters a mysterious Royal Chamber. As soon as the characters set foot in this elaborately decorated room, two enigmatic figures enter from a large set of double doors to the east. Cray quickly realizes that the only way for the party to pass through this room unnoticed is to crawl behind a long flowing curtain behind the throne.

Move slowly behind the curtain and cross the room to complete your journey and awaken from this haunting dream.

**Morning in the Desert (1)**

*Note: The numbers in parentheses refer to locations on the world map at the front of the book.*

As Ryu continues to sleep, Nina and Cray discuss their dreams—dreams they both shared. Cray quickly realizes that the key to finding Elina is keeping Ryu with them. Add Cray to your party and head south, back to Chamba. From Chamba, you notice a new trail that hugs the coastline—follow it.

**Valley of Kurok (12)**

As you continue westward along the coast, you come to a strange ravine called Kurok. Be careful here; this small canyon is brimming with enemies and vile creatures. As you follow the twisting turns of the canyon wall, you come across a mysterious stranger standing in the desert.

This enigmatic figure is Rwolf, warrior sage and would-be master for anyone in your party who would learn. He asks you a question about "fools and dullards"—when he asks you if you agree, tell him "yes." Once he knows you are of like mind, he agrees to teach you the useful Haste ability. Further, if you have managed to perform a five-hit combo, he also offers you access to the Eddy spell. To learn this second ability, simply return to Rwolf after you have completed your dialogue.

**Combo Attacks**

Rwolf teaches you Haste from the very beginning, but you must be able to perform five combo attacks for him to teach the potent Eddy attack. Eddy, when used in conjunction with Burn, produces the devastating Firewind spell, allowing you to inflict damage across a wide area. Further, Eddy has an AP cost of only two, compared to the AP cost of three for Sever.

To perform a five-hit combo, you must combat a relatively large group of enemies. When you face four or more opponents, have Ryu cast a Burn attack, followed immediately by Nina's Sever. The ensuing effects should be more than enough to convince Rwolf that you are worthy of his knowledge about the Eddy attack.

**Enemies of the Desert**

As you travel through the desert canyons of Kurok and the surrounding countryside, you encounter new and powerful enemies—the most notable being the formidable Flue Goo.

**Enemy - Red Caps**

- HP: 500
- AP: 16
- Power: 35
- Defense: 16

**Special: Command**

Red Caps are often in charge of large groups of their lesser brethren. In addition to packing a powerful wallop in combat, the Red Cap can use its Command ability to focus the attacks of its underlings against a single target. Eliminate the Red Cap quickly and easily, preferably with area-effect attacks that may take a few Caps with it.
The Dam (13)

Continuing westward along the coast, you eventually reach a mining settlement centered around an absolutely enormous Dam. Miners are dredging massive walls of Aurum-rich mud through the intricate sluice system at the base of the Dam.

Unfortunately, this engineering wonder may be destroyed by a rogue dragon that has been attacking the sluice gates. Your party must find a way across the massive structure before the damage caused by the dragon causes it to collapse.

Creatures of the Dam

There are a few new nasties to deal with while climbing over, under, and through the sluice gates. None are particularly difficult to defeat—just know the tricks.

Creature - Flue Goo

- HP: 320
- AP: 5
- Power: 38
- Defense: 14

Special: Giant Growth

Flue Goo are relatively easy to handle—as long as you handle them early. Unlike most enemies you have faced, Flue Goo can attack every member in your party with a potent Giant Growth attack. Target the Flue Goo first, before most other enemies, and eliminate it before it has a chance to pummel you for an assault.

Creature - Army Bats

- HP: 8
- AP: 45
- Power: 45
- Defense: 14

Special: Shadowwalk

Army Bats are extremely easy to handle—if you can often obliterate an entire group of them without sustaining any damage. Virtually any hit that connects will annihilate an Army Bat—Ersha alone typically inflicts 750+ points of damage in a single strike. Best of all, Army Bats don't attack on the first turn, giving you all the time you'll ever need.

Creature - Tadpoles

- HP: 580
- AP: 18
- Power: 38
- Defense: 21

Special: Devour, Snooze

Tadpoles may look cute, but they are just plain nasty. They can inflict horrific amounts of damage—up to 250 HP in a single strike. To make matters worse, they are durable and relatively hard to hit.

A Tadpole's only weakness is a vulnerability to fire. Nail them with Burn or Firewind (combination attacks to eliminate them quickly).

Creature - Puspoools

- HP: 300
- AP: 9
- Power: 32
- Defense: 28

Special: Molasses, Leech

Puspoools are surprisingly simple to defeat. If you know the trick. Simply hit them with a Burn, Firewind, or other fire-based spell to dehydrate them. Once they are dehydrated, their fragile bodies crumble under any heavy assault. The first time you encounter a Puspool, take a moment to learn its Molasses special ability.

The Dam is virtually deserted when you arrive. Scout about to find the first of a series of ladders that allow you to descend down the face of the Dam. Climb down to the second level, finding another ladder slightly to the west. On this lower third level, you find the entrance to the Dam's interior.
When you climb down into the bowels of the sluice system, you are faced with a pair of passageways, along with a barred gate guarding the sluice gate control panel. Head down the darkened passage to the west to reach the Mud Flats at the base of the Dam. Expect at least one nasty encounter with Pusspoools, various Goos, or even a Tadpole or two.

Once you have reached the Mud Flats, engage the miners in conversation. Make a mental note of the odd-looking fella with the tube wrapped around his belly. When you reach the last miner, slicing quietly in the northeast corner of the Flats, he tells you how to cross the open sluice gates above. You need the key to gain access to the sluice gate control room.

And who has the key to reach the sluice gate control panel? You’ve guessed it, Rhoppe, the oddball miner with the hot-pink inner tube. Engage him in conversation to collect the key, then head back to the locked control room. With the key, you should be able to gain quick access and flip the switch to close the sluice gate.

With the sluice gate closed, return to the second level of the Dam, and move along the catwalk to continue into a new area. Look for a wooden tower to the southwest and use it to climb down to the next lower level. From here, you should be able to cross a second mud sluice to the Dam’s final section.

**MISSION TIP**

After crossing the first sluice gate, climb the ladder to the northeast. You find a chest with a shiny new Short Sword, just perfect for Ryu.

Continuing east, you find a doorway that once again allows you access into the innards of the Dam. You again have the choice of two passages—one leads to the second sluice control panel, and the other leads to a lower level of the Dam. Before heading back to the control panel, dart down to the lower level to collect a pair of Vitamins.

You soon discover that the second gate is quite a bit trickier than the first. Once you’ve tried unsuccessfully to activate it, one of the miners comes to tell you that the gate is stuck. She requests your help in fixing it. After a few moments of instruction, you are given a chance to jump-start the sluice control machinery.

**TURNING THE WHEEL**

You need to prime the pumps by spinning the flywheel of the sluice gate by hand. Spin the directional button to turn the wheel. Move in a clockwise pattern until the wheel is spinning quickly. When you see an exclamation point appear over the miner’s head, press ◆ to have Tear flip the switch on the gate mechanism. If you’ve done it correctly, the machinery activates and the sluice closes.

**MISSION TIP**

After leaving the second sluice gate control panel, head down the passage to the south. You emerge from the Dam at its base. Head to the west to discover a chest containing a pair of valuable Vitamins.

Once the second sluice gate has closed, return to it and cross the catwalks across the final portion of the Dam. Continue eastward to enter a passageway dug into the mountainside. This takes you to the lift you use to exit this area.

**MISSION TIP**

When you have crossed the second sluice gate, head up the ladder to the north to find a chest. This chest contains a pair of Swallow Eyes.

Upon exiting the mountain passage, notice the lookout tower to the west. The guard here is watching for the dragon, to warn the miners of the coming danger. Take the hint and hurry to the lift. Climb down the scaffolding to reach a large blue lever. Pull it to lay a plank across the Mud Flats.

Now approach the leader of the miners, sitting patiently in the northeastern corner of the Mud Flats. He takes the key to the sluice gate control room back from you, then orders your old pal Rhoppe to activate the lift for you. Just as you are about to head back to the lift, the lookout perched high atop the tower begins to ring the warning bell.

You are given the crank to operate the lift yourself—everyone else is too busy running for their lives to offer you much help now. Rush to the lift, and attach the crank to the control box by hitting ◆. Continue to press ◆ to lower the lift. Once the lift reaches the ground, your party climbs aboard. As you complete your journey, you hear a hiss and a loud noise. You have reached the Rock Dam, and the party comes to a stop.
As soon as you move to open the chest, you are flung into a combat screen with a trio of chests sitting in a row. The central chest is the hidden beast. Although it's difficult to hit this creature, focus your efforts on the central chest until you have eliminated it. As long as at least one other chest remains unharmed, the creature does not attack.

Continue northward to find the odd little town known as Kyria. One of the first things you notice are the odd traps laid about. Pit traps and bear traps with brutal steel teeth litter the ground of this small town as part of the eccentric Mayor's plan to keep the townspeople safe. Avoid these little surprises as much as possible. Although they cause no actual damage, falling prey to the traps costs you time and the respect of the Kyria residents.

**Mission Tip**

Change the walking order of the party to have Ershin lead the group. Often during the next few villages and encounters, you need her ability in order to destroy crates and barrels to progress in the game.

**Mission Tip**

Have Ershin give this tree a head butt three times for a secret stash of Berries. Watch out—if Ershin keeps barking up this tree after getting the Berries, she's likely to get a nasty sting from a poison Caterpillar.

As you explore this village, you come across a chest near the main gate. It's sitting behind a collection of buildings. This chest is actually a nasty monster, masquerading as possible treasure.
Mayor's House

Just south of the mountain passage is the Mayor's house. Unfortunately, this home is as odd and eccentric as the man who has booby-trapped the town. As soon as you walk in the front door, a series of barred gates slam down, preventing you from entering. To add insult to injury, the scene amuses the Mayor's tiny green parrot to no end—it laughs and squawks in incomprehensible gibberish. After being mocked by the green ball of feathers, make your way back out and continue to explore.

MISSION TIP
Your old friend the puppeteer has set up shop here in Kyria as well. Be nice and she may teach you some new things about ranks, organizing skills, and combining spells.

BeeTroop

Just outside the Mayor's home is a cute little doghouse, the perfect domicile for the outside pet. Upon investigating this tiny structure, you quickly learn that the Mayor's taste in pets borders on the twisted.

Enemy - BeeTroop

<table>
<thead>
<tr>
<th>HP</th>
<th>AP</th>
<th>Power</th>
<th>Defense</th>
<th>Agility</th>
<th>Wisdom</th>
<th>Exp.</th>
<th>Zenny</th>
</tr>
</thead>
<tbody>
<tr>
<td>300</td>
<td>54</td>
<td>38</td>
<td>30</td>
<td>20</td>
<td>15</td>
<td>120</td>
<td>100</td>
</tr>
</tbody>
</table>

Special: Wild Swing, Risky Blow

The BeeTroop is quite a formidable adversary. In addition to being extremely durable and resistant to damage, this giant bug also carries a shield, which protects it from most of your attacks. When attacking, the BeeTroop also uses Risky Blow or Wild Swing abilities with devastating results.

Hammer the BeeTroop with combination spells, followed up with a barrage of physical attacks. Energy balls from Nina's Baton are next to useless, while the brute strength of Cray's Log does the most damage. Be very careful with your characters if their health falls below 250—the BeeTroop is quite capable of taking out anyone sufficiently injured in a single strike.

Hammer away until the BeeTroop's shield breaks. After this happens, you are only an attack or two from squashing this bug flat.

MISSION TIP
Rotate the view of the caverns to see ladders more clearly.

Eventually, when you have spoken to everyone and explored every building, you have nowhere to go—but down. The pit traps scattered around the town are the only routes to the network of underground caverns that lie beneath the city.

Head first to the hole near the tiny white chicken that is pacing about. Your party falls through the hole into the caverns beneath. Hop down the steps of the cavern until you come across a chest. The 400 Zenny you find within are certainly worth the effort. Now head to the ladders built into the walls of the cave to climb back out of the underground area. You surface in the warehouse on the east end of town.

After you have reached the surface, head back across the river to take a stroll around the pit behind the Mayor's house. It's easy to spot, with both a lazy orange cat and a young, spoon-bearing child standing nearby. Hop down this pit trap for another trip to the underground passages.
The trick to getting the parrot to give you the information you want is not to play with it. The parrot delights in conversation, so respond with "We have no time for this," "No," or "Not really" to every question it asks. Frustration soon overtakes the bird, allowing you to glean the Mayor's location. After you've learned what you need to know, head to the city's main gate and northward to the Woods.

Follow the plateaus and ladders to find your way into the home of the eccentric city Mayor. After looting the Fish-head contained in the cupboard, move to engage the Mayor's mischievous parrot in conversation. Although you won't understand half of the squawking coming out of its tiny orange beak, if you approach the animal correctly, you'll learn the Mayor's location.

The trick to getting the parrot to give you the information you want is not to play with it. The parrot delights in conversation, so respond with "We have no time for this," "No," or "Not really" to every question it asks. Frustration soon overtakes the bird, allowing you to glean the Mayor's location. After you've learned what you need to know, head to the city's main gate and northward to the Woods.

**NOTE:** You must speak with the Mayor's parrot before you can progress past the edges of the Woods. A villager has been posted to guard the entrance to the woods, and he won't allow you to pass unless you know the Mayor's location.

These heavily forested Woods are hard to see through, let alone move in. Make your way forward by snaking along the meandering trail at the edge of the forest.

**MISSION TIP**

Have Ershin knock her head against every tree that you find to dislodge secret caches of Berries. Be careful though—if you hit the same tree too many times, a rain of stinging Caterpillars comes falling down upon you.
Encounters in the Woods

You face some old friends and some all-new nasties. In addition to the crowds of Caps and Flue Goos, you also have to face the eerie Fungoid.

**Enemy - Fungoid**

<table>
<thead>
<tr>
<th>HP</th>
<th>Agility</th>
<th>HP</th>
<th>Agility</th>
</tr>
</thead>
<tbody>
<tr>
<td>420</td>
<td>30</td>
<td>35</td>
<td>25</td>
</tr>
<tr>
<td>38</td>
<td>Exp: 45</td>
<td>15</td>
<td>Zenny: 25</td>
</tr>
</tbody>
</table>

**Special:** Confuse, Powder, Wild Swing

Fungoids are nasty opponents, with a variety of special attacks. Hit these fungal horrors with group-effect combo attacks such as Rock Blast or Firewind. A single Fungoid is especially susceptible to physical assault. Attack en masse to carve this giant mushroom down to size.

Follow the trail until it opens into a small clearing dominated by a large Apple Tree. With a swift head butt from Ershin, you have a virtually unlimited source of fresh, juicy Apples. Each of these nutritious nuggets of fruity goodness restores 100 health—so stock up! After you have collected your fill, chat with the villager standing nearby.

If you’ve spoken with the Mayor’s parrot, the villager becomes a font of useful information. You discover that the Mayor has been lost in the forest for weeks, setting traps and trying to protect the village from myriad vicious woodland creatures. After you finish your dialogue, continue into the interior of the Woods.

Caverns Beneath the Woods

A. Aura Ring

B. Healing Herb

C. Exit (Through Well)

Unlike the tunnels that lie beneath the city of Kyria, the network of caverns below the Woods is vast and complicated. But treasures abound for those brave enough to venture into the underground darkness.

As before, the only way to access this seamy underworld is through the numerous pit traps scattered throughout the area. After you fall through a pit trap, the trap remains open for the rest of the game. Most of the pits are blind, leading you nowhere except to the cavern’s only exit. However, two pits lead you to treasures worth the efforts you’ve put into finding them.

The first chest you have access to contains four Healing Herbs. Access the plateau that houses this chest by going through the pit trap marked A on the Cavern Map.

An Aura Ring awaits the brave souls who find their way to this chest, in the dead center of the cavern. To reach this chest, hop down through the pit trap marked B on the Cavern Map.

No matter which pit trap you use to enter the caverns, there is only one way out—the brick ladder tucked neatly in the northwestern corner. You surface out of an old abandoned well.
A tree stump is immediately visible as you enter a huge clearing. Place an Apple on the stump by pressing x. This lures an odd little beastie that looks like a cross between an elephant and a baby hippopotamus. As soon as this creature finishes the Apple, the wind changes, and the creature suddenly catches the scent of the party. As it runs off, follow its tracks.

**Mission Tip**

When you reach the upper ledge and discover this waterfall, hop across and follow the trail around the mountainside. A Wisdom Seed awaits.

**Caution**

The tracks gradually disappear, so follow them quickly! The tracks also meander near a variety of cave and pit traps, so be careful.

**Mission Tip**

Another tree stump is tucked deeper in the forest. Lay an Apple here as well to lure another strange beastie from its hiding place. Follow its tracks much like the first, to discover the location of a chest of eight Apples.

Here you find the eccentric Mayor of Kyria, trying out his newest trap on some of the helpless forest creatures. Unfortunately, his experiments draw the attention of something large, angry, and far from helpless.

**Enemy - The Maman**

HP: 5,600  Agility: 20
AP: 50     Wisdom: 10
Power: 42  Exp: 1,300
Defense: 25 Zenny: 450

Special: Rock Blast, Body Press

The Maman is a huge and foreboding beast that can withstand a huge amount of damage and dish it out just the same. Using its potent Rock Blast attack, the Maman can do considerable damage to every active member of your party.

In your first round of combat, have Ryu transform into his hybrid dragon form because you need access to his Flame Strike ability. Set Nina in the back ranks—her wind powers are relatively ineffective against this beast. Bring Eshin forward to take her place at the front. Finally, have Cray concentrate on dealing out damage with direct physical assault. With the awesome power of this trio, you should defeat this beast in fewer than six turns.
After you battle and defeat the awesome Maman, a grateful Mayor accompanies you back to Kyria, assisting you in any way possible. Within moments of returning to the town, you are granted use of the secret passageway to Synesta. As the party prepares for a long journey, a burnt and injured form rises elsewhere...

...having miraculously survived Yalm’s horrific attack, a weak and injured Fou-Lu struggles to rise from his sickbed. A kindly hermit has taken him in and bandaged his wounds after finding his broken form washed up on the banks of a nearby river. After a brief introduction, in which Fou-Lu tells the hermit his name, the emperor god falls back into the dark embrace of unconsciousness.

**Hut (17)**

**Passage to Synesta (15)**

The passage to Synesta is no place for the faint of heart. Army Bats, Pusspools, and Tadpoles abound in its murky depths. Keep your eyes open and your health high as you traverse this most dangerous of caverns.

---

**Enemy - Cadaver**

- **HP:** 1000
- **Agility:** 16
- **AP:** 10
- **Wisdom:** 10
- **Power:** 50
- **Exp:** 65
- **Defense:** 5
- **Zenny:** 32

**Special:** Feint, Recall

*Cadavers are much more formidable opponents than their little brother, the Zombie. They can take and give out amazing amounts of damage. Finally, to make matters worse, they are resistant to most types of magical attack. Use direct physical assault as your mainstay against Cadavers. There are typically no more than one per attack party, so concentrate your efforts against a Cadaver to the exclusion of other enemies.*

---

The passage to Synesta is dominated by a long, shallow river running in a vaguely northward direction. You can follow this river like a little water highway while barely getting your socks wet. But before you do, cross the river and enter the passage to the west to collect a quick and easy Water Bomb from a chest.

Now that you’ve collected the goodies sitting nearby, follow the river as it meanders northward. Expect to be engaged by various nasties virtually every other step. The tunnel eventually opens into a large cavern. A huge pool fills this room, making your normal “wade the waterways” approach ineffective.
Look for a series of stepping stones to the north, near a small waterfall. Use them to cross the deep pool, and make your way to a darkened cavern along the eastern wall.

A narrow passage continues northward—follow it until it splits. Head up the northern passage briefly to collect a single serving of Ammonia from a chest, then make your way back to the split.

Now take the other passage, following it as it snakes east, then northward. Expect to engage several waves of Army Bats. Attack these nuisances for a load of quick and easy experience and Zenny. The tunnel eventually ends in yet another darkened passage—jump right in.

This new passage opens into an enormous cavern dominated by a crystal blue lake. Wade into the water to find a natural staircase that grants you access to a series of stepping stones, stalagmites, and waterways.

Work your way up several natural staircases to the northeast. You soon find a darkened passage along the north end of the cave. Pass through this crevasse in the cavern wall and continue down the tunnel beyond it.

This brings you to the end of the passage to Synesta. The city lies at the top of this deep, dank well. Climb the ladder leading up to complete your journey and exit the caverns.

You have finally reached the city of Synesta! But instead of the Hex-ridden ghost town you had expected to find, you are surrounded by a bustling metropolis. Go into the door directly across from the well from which you first surfaced to discover the Orphanage. Unfortunately, no one has the time to talk to you.
Moments after exiting the building, a young nun on one of the upper walkways screams and falls to her knees. Speed up to help her. The poor woman is having a difficult time bringing the last of the children in her care to dinner. Help her catch the rebellious little Chino.

CATCHING CHINO

Chino runs around Synesta, and to catch him, you must talk to him. The idea is to cut him off so he doesn’t run away, but that is easier said than done. Use the corners to your advantage. In many places Chino stays to the outside of walkways and corners, so you can gain ground by taking the inside track. The city’s layout makes seeing him difficult, so try to keep him on the upper walkways.

After you have caught up with little Chino, he agrees to head back to the Orphanage with the sisters. You learn valuable information about the visit Elina made to the city, as well as the Orphanage. Unfortunately, the sister doesn’t know where Elina went after she left the city.

Just when all seems lost, little Chino comes forward to tell you that he knows what happened to Elina. But true to his mischievous nature, Chino insists that you play with him before he tells you what you want to know. This time the game is hide-and-seek—and all the kids in the Orphanage will be playing!

Head downstairs to find a pair of children playing. One of the youngsters tells you where the first child is hiding. As you find each child, he or she tells you where the next can be found.

Head to the eastern wall to find Ruid, the second of these rebellious tykes. Goete can be found by the main gate of the city.

Nahma is on the stairs just north of the main gate. To see her, adjust your view by holding X and using the directional buttons.
Seek out a woman selling fresh water. She offers to sell you some of her wares before moving back to her very best customer—the city guard you just spoke to. While she is selling him water, rush past the dullard and into the catacombs beneath Synesta.

Konoko is upstairs in this building. Enter and climb the stairs to find her. After you have found Konoko, head back to the Orphanage.

All but one of the children can be found relatively easily. The missing child is—you guessed it—troublesome little Chino. But this time, Chino may have gotten himself into some serious trouble. A tip from one of the other children leads you to discover that Chino has hidden in the Hex-corrupted underhalls of old Synesta.

Leave the Orphanage and head to the southwestern corner of the city. There you find a guard protecting the only major entrance into the cellars and Hex-ridden catacombs of Synesta. He tells you that no one has gotten past him—he has been too careful.
**Mission Tip**
Many of the doorways within the catacombs are difficult to see without changing your viewpoint. Frequently alter your perspective to discover new passages and portals.

**Pests and Perils**

**Enemy - Mouse**
HP: 580  
AP: 30  
Power: 45  
Defense: 12  
Exp: 55  
Zenny: 25  
Agility: 45  
Wisdom: 8

Special: Snap

These tiny rodents are surprisingly deadly, with ample hit points and power to last against even your most potent attacks. Mice are agile fighters, and often difficult to hit.

Your best bet is to attack them en masse, or use area-effect spells such as Rock Blast or Firesvind to inflict serious damage. Your only advantage lies in the tendency for a Mouse to flee if it is outnumbered or outgunned.

**Enemy - Roach**
HP: 800  
AP: 30  
Power: 48  
Defense: 12  
Exp: 70  
Zenny: 50  
Agility: 15  
Wisdom: 5

Special: Jump

Although more durable than their tiny rodent brethren, Roaches lack the agility to avoid your attacks. Roaches are generally resistant to most magical attacks, making direct physical assault your most productive route.

You descend into a large abandoned mess hall. Use the decrepit tables in the room to traverse the piles of refuse and overturned storage jars. Check the cabinets in the kitchen area to snag a quick serving of Protein. Then head to the south-western corner of the room to move on to the next chamber. You may need to adjust your view to find the exact location of the doorway.

Climb the stairs to investigate an abandoned storeroom. On the west wall is a small cache of 80 Zenny. Pick it up before moving toward the doorway in the room's northeastern corner.

You now encounter a long series of staircases—all heading down. Descend into the depths of the catacombs, passing through a doorway at the bottom of the stairs. In a barred cell tucked neatly into the eastern wall, you finally find poor Chino. A barrel blocks the cage door to his cell—you have to find another way in. Check the next cell over for a tasty new weapon—Raptor Claws. When you've fully investigated this level, move through the doorway to the north.

You find another staircase, this one going up. Climb to the upper level, heading through a doorway on the southern wall. Again, you may have to adjust your view to see the door.

You find a pair of cells with barred gateways on the eastern wall. Head to the cell farthest down the hallway and take special note of the floor. A hole in the floor has been boarded up—stand on the boards to fall into Chino's cell below.
Back in the Orphanage

With little Chino safely back in the Orphanage, you gain a new lead on what happened to Princess Elina. According to Chino, Marlok, a local shop owner and trader, was the last to be seen with Elina. Head to Marlok's house in the middle of town to "discuss" the situation with him.

Marlok's House

**MISSION TIP**

Drop by the town's only weapons merchant, on the upper floor of the Inn. Upgrade all of your weapons, purchasing a Magic Wand for Nina, a Steel Bat for Cray, and a Scythesax for Ryu. These new weapons will aid you in the coming battle.

Dropping by for a visit with Marlok is a little more difficult than you had anticipated. Kahn, a huge hulk of a bodyguard, stands in your way. There is only one way to Marlok, and that's through Kahn.

Synesta Market

After agreeing to capture a thief who has stolen goods from the shop owner, your party files out into the central market of Synesta, leaving Nina in Marlok's "care." Speak with every merchant and traveler about the thief, collecting clues and looking for leads. Your inquiries lead you to a trader standing near the main gate to Synesta. He tells you of a suspicious character sneaking out of town and heading down the Eastern Highway. Head out the main gate in search of this fellow.

**Enemy - Kahn**

HP: 5,000  Agility: 40
AP: 10   Wisdom: 80
Power: 42   Exp: 1,000
Defense: 55   Zenny: 0

Special: Focus, Shout

Kahn is a pretty tough nut to crack, and one of the first enemies you face to take full advantage of his special attacks. Add to that his high hit point total and his ability to inflict hundreds of points of damage in a single blow. Finally, he has no particular vulnerability, making defeating him a long and difficult process.

Both Kahn's Shout and Focus abilities are extremely useful. Shout allows you to stun whole groups of enemies, while Focus increases the effectiveness of your next attack. Spend several turns guarding to learn both abilities.

After you have picked Kahn's brain for combat techniques, finish him off. Nina's ranged attacks are among the least effective in battling Kahn—set her in the rear rank. Cut him down to size with Ryu's Aura Dragon form and Cray's powerful physical strikes. Finally, have Ershin lay down covering fire. Ershin will draw the majority of Kahn's attacks. Ershin's thick, trashbin-like armor protects her from most of the damage.

Marlok is impressed with your victory over the now dazed and confused Kahn. Stepping over Kahn's fallen form, Marlok invites you into his parlor to talk. After a few curt words and puffs of smoke, the haughty Marlok tells you that he was asked to take Elina into the heart of enemy territory on his sander. He agrees to help you in your quest—after you help him first.
The Hideout is a series of tunnels carved into the side of a small mountain. Crates and odd barrels lie throughout the narrow confines of this winding cavern.

**Eastern Highway (19)**

You've finally found the thief—now all you have to do is catch him. But this speedy fellow makes your job difficult. You can't outrun him. Trap him by moving the many barrels to block escape routes.

Use Cray for this job. Barrels are conveniently located near several narrow cavern passages. Have Cray push a pair of barrels into one of the choke-points by pressing X when standing beside one of the barrels. Then corner the weasel! When you are close enough to the bandit, press X to finally capture him.

After catching up with this speedy fellow, you learn that he was simply taking back what Marlok had stolen from him. Moved by the poor man's words, Cray and the group head back to Marlok's—empty-handed.

**Return to Marlok's Home (18)**

Marlok is far from happy that you let the "thief" go free. He quickly sets you to another task—helping his workers at the Sandfall Wharf to the north. Leave the city to begin the journey.

**Mission Tip**

Pick up a wooden rod and fishing lures before leaving for the Sandfall Wharf. Excellent fishing opportunities lie ahead.
As you make your way to the Sandflier Wharf you come across an encounter indicator. Explore the area to discover a sign telling you of a local fishing spot. When you leave the area, a new road leading to the northeastern corner of the desert is revealed to you.

Crossroads (21)

Lake Spot 1 (22)

The gentle shores of this quiet woodland lake make a great place to do some fishing. Cast your line among the reeds and rocks to catch the largest fish. Be careful when drawing your line across rock areas—the line has a nasty tendency to get caught on the sharper edges of the stones.

Some of the best fishing can be found on the extreme edges of the map. Wherever you see insects buzzing above the water is usually a good place to cast a line. Watch for the shadowy form of a fish swimming among the reeds.

Sandflier Wharf (23)

The Sandflier Wharf is a bustling center of activity, with frantic dock workers scurrying from job to job. Speak with a large burly foreman standing by the warehouse to begin your duties. You will quickly be set to clearing out and organizing barrels and jars.

NOTE: You face several old adversaries such as Roaches, Rats, or Mice as you break barrels or jars.
CLEARING OUT THE WAREHOUSE

Your goal is to eliminate the old, broken barrels and jars while stacking all the newer, useful barrels and jars in their respective storage areas. Use Cray to push the barrels and jars from place to place by pressing X.

To complete this challenge, stack a single jar in the jar storage area and a single barrel in the barrel storage area. After you have these two containers in place, have Itrashin destroy all remaining barrels and jars with a series of quick head butts. If this is done quickly enough, you receive a huge time bonus.

With the warehouse cleaned out and the sandflier loaded, your duties to Marlok are complete. As if summoned, the blessed merchant arrives at his wharf, with Nina in tow. As a reward for your work, the entire party is given Marlok’s special “V.I.P.” room on the sandflier. As Cray, Ryu, Nina, and Ereshin remain boxed in on the sandflier, elsewhere, another finally escapes the confines of injury and unconsciousness.

Bunyan’s Home (17)

After you have cleared out the warehouse, you are given another job by the foreman. This time, load a sandflier using the dock’s heavy crane.

After the long and painful process of healing from his severe injuries, Fou-Lu, the emperor god, rises once again from the dead. After a lengthy conversation with Bunyan, the man who nursed Fou-Lu back to health, the emperor is under your control. Send him down the mountainside.

MISSION TIP

Beside Fou-Lu’s bed is a diary. Save your game there.

MISSION TIP

A chest containing two doses of Protein can be found behind Bunyan’s house. Head back and pick it up before you make your way down the mountain.

Follow the twisting turning trails that meander down the face of the mountain. You invariably encounter the occasional Snapfly or Zaurus. Dispatch them quickly, and continue to descend off the face of the mountain.
You eventually come face to face with your arch-nemesis—the cunning General Yolm. Somehow, he has found the emperor, and he brought plenty of Imperial troops to finish what he started. As if the troops were not enough, Yolm has a few nasty surprises up his sleeve.

**New Creatures**

**Enemy - Snapfly**

| HP: 3,200 | Agility: 10 |
| AP: 30 | Wisdom: 50 |
| Power: 125 | Exp: 1,500 |
| Defense: 105 | Zenny: 800 |

Special: Hand Strike, Fireblast

Snapflies are only an annoyance for Fou-Lu, easily swatted without a second thought. The only time these fire-based opponents can be trouble is when you are unlucky enough to be ambushed by them. If Snapflies have the opportunity to use their patent Flame Strike or Fireblast abilities, they can cause considerable damage.

**Enemy - Khafu**

| HP: 20,000 | Agility: 250 |
| AP: 1,000 | Wisdom: 120 |
| Power: 565 | Exp: 22,000 |
| Defense: 220 | Zenny: 0 |

Special: Eldritch Flame, Firewind, Heal

The Khafu is a vicious, formidable beast, perfectly suited to cooking Fou-Lu's immortal hide to a golden brown. Not only is the Khafu extraordinarily durable, but its Eldritch Flame attack can obliterate the emperor's human form in as little as two turns. Immediately transform into Fou-Lu's Astral Dragon form by Meditating. You desperately need the added durability and water-based powers this form has to offer. As soon as the transformation is complete, begin pounding the Khafu with potent Frost Strike attacks. You will defeat this monstrous bird within four turns.

Once again, General Yolm is one step ahead. The Khafu that Fou-Lu just defeated is but one of many that Yolm has brought with him. Recognizing the danger of the situation, as well as the path he must now follow, Fou-Lu assumes his true dragon form and takes to the sky. Yolm's forces pursue with merciless intent.

**Kyoin (24)**

Although the ride was far from luxurious, the party has finally arrived in enemy territory aboard Marlok's sandflier. When the coast is finally clear, the small band comes out of the storage container in which they were hiding to continue their search for Nina's sister, Elina.
Head north along the gangway to reach the village of Kyoin. This tiny settlement is centered around the Causeway, a magical gateway that links the two great lands. Replenish your supplies and rest at the local inn before venturing into the Causeway Temple.

**Causeway Temple (Levant Side)**

**Mission Tip**

Change perspectives frequently to see hard-to-spot doorways.

---

The Causeway is surprisingly easy to get into, with no guards to fool or monsters to defeat. Climb the staircase to the entrance to the Causeway. The Causeway is dominated by a giant shaft that bisects its many levels. Speed through the doorway at the top of the stairs overlooking this shaft. Then head to the east and outside.

**Note:** Although the Causeway has no official guards, it's crawling with vicious monsters! Gongheads, Bandits, and even the occasional Mouse roam the halls of this structure—just looking for a fight!

---

**Mission Tip**

Outfit Ershin with Raptor Claws to make quick work of the Causeway’s numerous Gongheads.

---

A bizarre elevator contraption waits for your party to climb in. Board this elevator to gain access to the next level of the Causeway. After you have made it to the second level of this enormous structure, continue vaguely eastward.

**Mission Tip**

Drop into one of the side doorways to discover this large storage room. A three-pack of Healing Herbs is in a cabinet along the west wall.

---

Continue eastward, following the winding hallways as they snake through the Causeway. You pass through a long hall with rooms on either side. Investigate these rooms, collecting any goodies that you find. After you have finished exploring, find the stairs leading to the third level of the Causeway.
The third level of the Causeway mirrors the second. There are similar long, snaking corridors, as well as the same shaft that dominates the rest of the structure. Move generally westward, investigating every room. Dart north from the main corridor to discover a Glass Domino in a chest. Make your way through the twisting halls of the Causeway until you come to the stairs that lead to the fourth level. Head eastward to reach a doorway leading outside. You once again find a magically powered elevator—this one allows you to reach the final level of the Causeway.

NOTE: Here you finally discover the purpose of the central shaft that runs through the entire building—it is an elevator. Use it to return to any level of the Causeway to which you have already been.

Upon arrival at the top of the Causeway Temple, you are faced with the mystic gateway. The lift that brought you up descends, and the portal to the Imperial homeland opens automatically. It is all very easy... too easy. As your party is about to leap through the gateway, an old foe arrives to make your life difficult. Very difficult.
The Causeway located in the Imperial homeland is a virtual mirror image of the one you just left. Fortunately, this time around, you start from the top. Take the elevator to an outdoor entrance to the Causeway's fourth level. Waiting for you on the fourth floor of the Causeway is a mystic elevator. Use this device to access the other three floors quickly. Unless you want to collect assorted items or experience, don't explore this building. Head to level one, then exit the building.

**Mission Tip**
Stop by the third floor to collect a double dose of Ammonia.

**Mission Tip**
Collect a nutritious Vitamin from the remnants of a royal library on the second floor.

Traveling south, you soon come across the bustling city of Astana. Standing near the main gate, you can see a huge weapon known as the Carronade. Wander about the city to learn more about the weapon—and the town. This town has a Weapon Shop, an Item Shop, and an Inn. Rest and restock your depleted supplies. After you have collected as much information as you can about the town and the Carronade, head back to the main gate and leave the city. Make sure you have learned about the Aqueduct before you depart.

You exit at the base of another enormous Causeway Temple. Chat with the guards at the main entrance to learn that you have traveled all the way to the far-off land of Astana. Continue down the road to the south to exit the Temple area and explore the rest of this exotic land.
The Aqueduct is an impressive, multilevel structure, with scaffolding running along its length. Climb a series of ladders until you reach the very top level of the Aqueduct.

**Mission Tip**

Climb the first ladder you encounter on the Aqueduct to ascend to a higher level. You find a chest containing a single serving of Ginseng.

**Mission Tip**

You may need to change your perspective repeatedly to see the many ladders and catwalks scattered throughout the Aqueduct.

**Mission Tip**

Drop by the Weapon Shop to upgrade your armor. The equipment stocked in this city is vastly superior to what you have been able to buy so far.

**Enemy - Goo Count**

- HP: 1008
- AP: 50
- Power: 52
- Defense: 33
- Agility: 280
- Wisdom: 5
- Exp: 50
- Zenny: 30

Special: Frost, Icicle

The Goo Count is a real pain in the neck, if you give it enough time to become a problem. Goo Counts use a potent frost attack that seriously damages select members of your party. Luckily, you are given a solid turn before these water-based attacks begin to fall. Use this turn to mercilessly pummel the Goo Count with fire and physical attacks. A Goo Count is actually more vulnerable to your assault during that first crucial turn—wait too long and it becomes that much more difficult to defeat.

The Aqueduct is an impressive, multilevel structure, with scaffolding running along its length. Climb a series of ladders until you reach the very top level of the Aqueduct.

Make your way eastward along the top of the Aqueduct until you come across a worker manning an enormous winch. Upon your request, he raises a makeshift elevator for you. Use it to access a new level of the Aqueduct.

Climb down to the lowest level of the Aqueduct, using the scaffolding to cut across to the opposite side of the structure.

Climb a ladder to the second level, then head eastward until the Aqueduct dead-ends into the mountainside. Collect the 500 Zenny hidden in a chest there.
As if on cue, the mysterious Lord Yuna enters the chamber. Scurry behind the flowing red curtain to cross through the room without being seen. After you have made it past Lord Yuna, exit the room quickly. Despite your best efforts, Lord Yuna has somehow detected your presence. Using arcane magics, he teleports into the hall directly before you. With a large contingent of Imperial troops, your party is captured, and your search for Elina ends...for now.

MISSION TIP

Head into one of the side rooms at the base of the stairs to discover a Life Shard.

Continue through the dungeon halls to the northeast corner of this level. Ascend the staircase you find here. Continue to climb, moving eastward through twisting passages and long halls. You eventually come to a cozy room with a series of cabinets on the northern wall. Investigate the bureaus to find a valuable Magic Shard. To the south is a staircase leading to a caged bedchamber—to the north, the royal sitting room you remember from the dream. Head northward to see just how prophetic your vision actually was.

As if on cue, the mysterious Lord Yuna enters the chamber. Scurry behind the flowing red curtain to cross through the room without being seen. After you have made it past Lord Yuna, exit the room quickly.

PRIMAGAMES.COM
Head to the neighboring building to the west. Downstairs you find a disgruntled, but extremely well-equipped Weapons Merchant. Spend, sell, or trade what you can to upgrade your weapons—the Reed Baton for Nina, and the Katzbalger for Ryu. Getting these new weapons should be a top priority. Sell off your older equipment to finance this upgrade.

Speak with the local townspeople to learn more about the purpose of this outpost. When you have finished exploring, make your way east along the main gangway to enter Castle Ludia.

The High Council has assigned Scias to look after you as you journey through the city. Go to the city center by exiting through the door behind Scias. He accompanies you as a new member of your party.

Heartbroken by the foul turn of events, Nina sits in her room within the city of Ludia. Once you have cleaned the room of everything useful, head downstairs to meet your new companion—Scias.

**Ludia (29)**

After your capture deep within enemy territory, Nina, Ryu, Cray, and Ershin are returned to the Alliance in disgrace. As chief of the Warens, a tribe of superb warriors, Cray is held to a higher standard than the others. He faces trial by the Ludian High Council on charges of action against the Empire without the permission of the Alliance. To make matters worse, your quest to discover the location of Elena has also been cut short.

Scias is a skilled and disciplined warrior capable of dishing out terrific damage with the use of his double bladed longdo. Further, Scias is an adept student of magic, possessing a variety of spells. His specialty is water-based magics and healing spells. The most powerful ability at his disposal is the mystic ShiningBlade, a potent attack that inflicts horrific damage.
Upon entering the castle, you are prohibited from visiting Cray. He is presently under investigation for your intrusion into enemy territory. After the humblest of apologies, you are asked to leave. In the castle courtyard, Nina decides that the only way to help Cray is to go to Worent, capital of the Waren nation. Scias has been ordered to keep an eye on Nina and Ryu, but not to prevent your free travel. With your new party member in tow, head west on the main gangway to exit the city.

**New Encounters**

Unlike the arid wastes of the southern desert, the land surrounding Ludia is lush and green. Rivers, bridges, trees, and bushes define the geography of the region.

**Crossroads**

From Ludia, head north toward the town of Shayde. As you pass the crossroads where four roads meet, keep an eye open for an encounter indicator. Explore every area you can on your way along the northern road to Shayde. Eventually you find a lightly forested plain containing a sign. This sign gives you directions to a hidden fishing spot to the west.
Stop by the Supply Shop to stock up before venturing south into the Wychwood. If you have any extra Zenny, the neighboring Weapon Shop also contains some valuable items. Explore the marketplace, talking with everyone who will speak with you.

The best fishing can be found among the rocks standing proudly against the surf. Be careful—the same rocks that attract the largest fish can also catch your line. Cast between the rocks, pulling your line very slowly should it catch on one of the jagged edges. Your best lure in such conditions is the Deep Diver. It does a good job luring the bottom-dwelling fish that frequent this area.

Once you have finished your fishing trip, head back to the main road and continue to Shyde. This settlement lies on the edge of the desert, making it a sandflier port for many traders coming through the area. One such trader sits near the main entrance to the city. He has a variety of exceptional weapons among his wares. Unfortunately, he has no interest in Zenny—only fish.

Stop by the Supply Shop to stock up before venturing south into the Wychwood. If you have any extra Zenny, the neighboring Weapon Shop also contains some valuable items. Explore the marketplace, talking with everyone who will speak with you.

The old man under the walkway near the Weapon and Item Shops will trade for your Lead Ball, offering you more valuable treasure.

Once your curiosity is satisfied, climb the stairs near the west end of the market to the walkway overlooking the city. Head north along the main gangway to explore the Sandflier Bridge. This bridge rises only for an incoming or departing sandflier. Cross the bridge while it is down to investigate the rest of the settlement.

Continuing northward, you find a tiny Tavern, empty of even a single guest. It will remain so until the sandfilers that frequent Shyde return from their various missions. Once you have investigated every corner of the city and spoken with every resident, make your way back to the main road.
**Wychwood (32)**

A. Start  
B. Healing Herb - 5  
C. Exit

Superficially, Wychwood resembles the forested hills of much of the Ludia area. However, something sinister lurks about. Head southeast, exploring the twists and turns of the forest floor.

**MISSION TIP**

Have Ershin give the trees of Wychwood a swift head butt. Chances are you will be rewarded with some nutritious Berries. Although you may occasionally be stung by a caterpillar for a single point of damage, you can continue to knock your head against the tree trunks for a virtually unlimited supply of Berries.

You encounter a small army of NutTroops and NutArchers as you pass through the Wychwood. These little terrors are best eliminated with low-cost spells such as Burn or Eddy. The double attacks Scias gets with his deadly Jang' do are also good at connecting with the agile NutTroops.

**MISSION TIP**

Go down a small trail to the southwest to discover a chest filled with a triple-dose of Healing Herbs.

Continue to the southeast until you encounter a long land bridge that spans a misty cannon. As you cross this bridge, the mysterious and mischievous forces that abound in the Wychwood unleash their power—shrinking Nina to an insect's size.

While the party looks frantically for Nina, a nearby bird mistakes her for a bite-sized morsel and carries her away. Vowing to search for their lost friend, Ryu, Ershin, and Scias make their way deeper into the forest.
After only a few steps, the curious spirits that have worked their mojo on Nina creep closer to torment the remaining encroachers. Lucky for you, Ershin is somehow able to perceive these mischievous faeries. Instead of inciting wrath, they are fascinated by how Ershin, a mere mortal, could see them at all. After a playful conversation, the faeries inform you what happened to poor Nina.

Follow the southern edge of the grassy cliffs until you come to a place where you can jump to a large, tree-covered plateau. Hop on over, crossing through the trees to find a fallen branch. This wispy log allows you to cross to a neighboring plateau—barely.

**MISSION TIP**

While on the forested plateau, look to the west for a spot where you can jump to an adjoining outcropping. You find a Magic Shard there.

Once there, make your way down a land ramp and follow the northern edge of the cliff face. You eventually come to a sandy ravine. Cross it quickly, then climb a land ramp you find on the ravine’s southern side. From here you can hop across the ravine via a jump point. Now have Ershin give the closest tree a pop with the old noggin to jar Nina from her slumber.

**Birds Nest**

With Ershin’s playful little head butt, Nina is startled awake. After a few moments of shock at her tiny size, Nina concludes that hanging around the nest of a hungry bird just isn’t a good idea. Head north along a tiny ramp made of twigs and string, then west off of the nest itself.

---

As you take a few steps away from the nest, your winged captor returns with a juicy morsel of bug for Nina to chew on. Apparently, this mama bird has mistaken Nina for one of her chicks. But it doesn’t take long for the Sparrow to realize her mistake.

**Battling the Sparrow**

**Emmy - Sparrow**

| HP: 600 | Agility: 50 |
| AP: 30  | Wisdom: 3  |
| Power: 46 | Exp: 250   |
| Defense: 50 | Zenny: 100 |

Special: Feeding Time, Ponder

The Sparrow is a relatively easy creature to defeat. It has a meager 600 HP, so a couple of potent Sever attacks should scare it away. If you attack quickly, this entire combat should last no more than two turns.

After easily vanquishing the misguided Sparrow, it’s time to go cut on a limb—the limb to the north. You find a makeshift ladder of moss, string, and twigs. Use it to climb down off your perch. Nina reverts to her former size as she falls from the tree. When everything is back to normal, exit Wychwood by following the narrow isthmus of land to the northwest.
Make your next stop the Inn, just to the east of the Mill, to rest and replenish your strength. Nestled in the back of the shop is a Weapons Merchant. Purchase any of the weapons that you may not have been able to afford earlier.

Talk to every Waren you can as you make your way toward the east end of town. Climb the long, winding staircase you find there on your way to the meetinghouse of the Worent Elders.

The Worent Elders are extremely concerned by what you tell them. Helping Cray is beyond their ability, but they think that Tarhn, Cray's mother—the wife of the previous chief—may be able to assist you. Unfortunately, she is presently camped deep within the Gold Plains, a vast nomad's land south of Worent. Recommending that you find a horse and seek Tarhn's encampment, the Elders' Council adjourns.

**Mission Tip**

Look for a side door to the Elders' meeting room. After chatting with the Elders, head through the doorway and down the stairs you find beyond it. In a dark, dank little cellar, you find a complete set of ManlyClothes.

After speaking with the Elders, head to the southeastern corner of their meeting hall to find a ladder leading to a loft. In the loft is Una, a Waren combat master. Head outside and you also meet her hulking brute of an apprentice, Kahn—the same Kahn whose butt you kicked back in Synesta. Although he hollers and threatens your party, Kahn is all talk when his mistress Una is near.

When you make your way outside and down the steps to the city center, Kahn becomes much bolder. Make sure you are prepared, with every party member's health at maximum. You are in for a vicious grudge match!
Once you reach the major outcropping of rocks, stop and turn northeast. Now continue, looking for the telltale birds that indicate your proximity to Tarhn’s encampment. Long before you reach the camp, you can see the smoke of her cooking fire. Continue until Ryu and his Whelk enter Tarhn’s camp.

With more than a little reluctance, the stableman agrees to lend you the Whelk. Before you leave he gives you instructions on how to find Tarhn once you reach the Gold Plains. Head east until you reach a big rock, then turn northeast. With your new Whelk in tow, leave the safety of Worent and head to the Gold Plains.

**Gold Plains (34)**

The Gold Plains are absolutely vast! Without the help of your trusty Whelk, you would have no chance of ever finding Tarhn. Begin by moving forward. Note how the compass turned so that you are already heading east. Continue heading east until you come to a huge rock.

**MISSION TIP**

If you see birds, you know you are on the right track. There are large concentrations of birds near both the huge rock and Tarhn’s camp.

**New Encounters**

**Enemy - Nut Mage**

<table>
<thead>
<tr>
<th>HP: 100</th>
<th>Agility: 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>AP: 20</td>
<td>Wisdom: 35</td>
</tr>
<tr>
<td>Power: 56</td>
<td>Exp: 200</td>
</tr>
<tr>
<td>Defense: 25</td>
<td>Zenny: 70</td>
</tr>
</tbody>
</table>

**Special: Flare**

In the Gold Plains, you encounter another member of the Nut family—the Nut Mage. Although the Nut Mage can be formidable when attacking you, he is so easy to eliminate that you rarely have to face that problem. Simply hit the Nut Mage with a low-cost spell such as Burn or Eddy (depending on what you’ve assigned to Ryu) to wipe him out before he gets a chance to attack.

**With more than a little reluctance, the stableman agrees to lend you the Whelk. Before you leave he gives you instructions on how to find Tarhn once you reach the Gold Plains. Head east until you reach a big rock, then turn northeast. With your new Whelk in tow, leave the safety of Worent and head to the Gold Plains.**

**Gold Plains (34)**

The Gold Plains are absolutely vast! Without the help of your trusty Whelk, you would have no chance of ever finding Tarhn. Begin by moving forward. Note how the compass turned so that you are already heading east. Continue heading east until you come to a huge rock.

**MISSION TIP**

If you see birds, you know you are on the right track. There are large concentrations of birds near both the huge rock and Tarhn’s camp.

**New Encounters**

**Enemy - Nut Mage**

<table>
<thead>
<tr>
<th>HP: 100</th>
<th>Agility: 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>AP: 20</td>
<td>Wisdom: 35</td>
</tr>
<tr>
<td>Power: 56</td>
<td>Exp: 200</td>
</tr>
<tr>
<td>Defense: 25</td>
<td>Zenny: 70</td>
</tr>
</tbody>
</table>

**Special: Flare**

In the Gold Plains, you encounter another member of the Nut family—the Nut Mage. Although the Nut Mage can be formidable when attacking you, he is so easy to eliminate that you rarely have to face that problem. Simply hit the Nut Mage with a low-cost spell such as Burn or Eddy (depending on what you’ve assigned to Ryu) to wipe him out before he gets a chance to attack.

**Once you reach the major outcropping of rocks, stop and turn northeast. Now continue, looking for the telltale birds that indicate your proximity to Tarhn’s encampment. Long before you reach the camp, you can see the smoke of her cooking fire. Continue until Ryu and his Whelk enter Tarhn’s camp.**

**Gold Plains (34)**

The Gold Plains are absolutely vast! Without the help of your trusty Whelk, you would have no chance of ever finding Tarhn. Begin by moving forward. Note how the compass turned so that you are already heading east. Continue heading east until you come to a huge rock.

**MISSION TIP**

If you see birds, you know you are on the right track. There are large concentrations of birds near both the huge rock and Tarhn’s camp.

**New Encounters**

**Enemy - Nut Mage**

<table>
<thead>
<tr>
<th>HP: 100</th>
<th>Agility: 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>AP: 20</td>
<td>Wisdom: 35</td>
</tr>
<tr>
<td>Power: 56</td>
<td>Exp: 200</td>
</tr>
<tr>
<td>Defense: 25</td>
<td>Zenny: 70</td>
</tr>
</tbody>
</table>

**Special: Flare**

In the Gold Plains, you encounter another member of the Nut family—the Nut Mage. Although the Nut Mage can be formidable when attacking you, he is so easy to eliminate that you rarely have to face that problem. Simply hit the Nut Mage with a low-cost spell such as Burn or Eddy (depending on what you’ve assigned to Ryu) to wipe him out before he gets a chance to attack.

**Once you reach the major outcropping of rocks, stop and turn northeast. Now continue, looking for the telltale birds that indicate your proximity to Tarhn’s encampment. Long before you reach the camp, you can see the smoke of her cooking fire. Continue until Ryu and his Whelk enter Tarhn’s camp.**
**Tarhn’s Camp (35)**

Ryu is welcomed warmly into Tarhn’s camp, and invited to sit by the fire. Tell Tarhn every detail of Cray’s predicament. Tarhn notices how weary Ryu is from his journey and offers him a place to sleep while she ponders the situation. Rest in the tent for the night and continue the discussion in the morning.

In the morning, Tarhn is ready to speak about Cray’s situation. She asks for any advice Ryu might offer. Have Ryu mention the King’s Sword and how it was broken. Tarhn suggests that if a copy of the shattered sword could be fashioned, the tensions surrounding Cray might be eased. She knows of a smith in the vicinity of Mt. Glom who may be able to help. With that information, make your way back to Worent to discover the location of Mt. Glom.

**Gold Plains (34)**

Return to the Gold Plains—this time without your trusty Whelk. Have Ryu run due east until you reach the large rock at the center, then head south.

Mt. Glom is already visible, its trademark plume of smoke rising from the top. Continue to run toward the mountain until a thin haze begins to form at its base. When you finally reach the mists, you enter the Mt. Glom region.

**Mt. Glom (36)**

NOTE: On the way out of the Gold Plains, Ryu must meet with the rest of the party and explain the situation. Once you have done so, exit the Gold Plains and return to Worent as quickly as possible.

Once you have returned to Worent, speed to the Elder’s meetinghouse. Discuss the situation with the Elders, one by one. They give you directions on how to reach Mt. Glom when traveling in the Gold Plains. First head east, then head to the south when you reach the large stone. You’ll see a mountain with a plume of smoke coming out of it.

NOTE: Chat with the Warden guarding the bridge into the city. He gives you some valuable information about the location of a shrine hidden in the Gold Plains. The Warden also tells you of the shrine’s priestess—a nomadic resident of the Gold Plains that you have only recently met.

**Mission Tip**

If you have it, outfit Ershin with an Ice Punch. Almost every enemy in the caverns is especially vulnerable to water-based attacks.

<table>
<thead>
<tr>
<th>A</th>
<th>Entrance</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>Fire Ward</td>
</tr>
<tr>
<td>C</td>
<td>600 Zenny</td>
</tr>
<tr>
<td>D</td>
<td>Vitamin – 2</td>
</tr>
<tr>
<td>E</td>
<td>Molotov – 4</td>
</tr>
<tr>
<td>F</td>
<td>Smithy’s House (Exit from Caverns)</td>
</tr>
</tbody>
</table>
Once you reach the base of Mt. Glom, your party must enter the caverns that run through it. The caverns are dark and foreboding, with tiny rivers of molten lava running through it. Hop across these smoldering rivers to ashen plateaus of safety by using jump points.

You find fissures in the face of the rock walls when you reach the northeastern side of the cavern. Use them to move to new chambers within the mountain. There are two different fissures and either crack will get you through.

CAUTION

Be aware of the broken red tracks of ground–molten lava is surfacing here. If you step on these spots, you will take considerable damage. All characters visible on the screen will take 50 to 40 points of damage per misstep.

MISSION TIP

Collect a Fire Ward before crossing into the second chamber within the Mt. Glom caverns.

Once you reach the base of Mt. Glom, your party must enter the caverns that run through it. The caverns are dark and foreboding, with tiny rivers of molten lava running through it. Hop across these smoldering rivers to ashen plateaus of safety by using jump points.

You find fissures in the face of the rock walls when you reach the northeastern side of the cavern. Use them to move to new chambers within the mountain. There are two different fissures and either crack will get you through.

CAUTION

Be aware of the broken red tracks of ground–molten lava is surfacing here. If you step on these spots, you will take considerable damage. All characters visible on the screen will take 50 to 40 points of damage per misstep.

MISSION TIP

Collect a Fire Ward before crossing into the second chamber within the Mt. Glom caverns.

You encounter some old favorites and new monsters within the caverns of Mt. Glom. Wyds make frequent cameos, although many times they are already transformed into their more powerful Fire Wyd form. Drakes are all new nasties.

Drakes, much like Wyds, only grow stronger if you use fire-based attacks against them. Until they are “upgraded” by fire. Drakes use only a rather anemic Burn attack that typically does less than 50 points of damage. However, after they have tasted fire, Drakes use their potent Flame Strike attack, which causes considerably more damage. Attacking a Drake with fire triples the amount of experience points you receive for defeating it!

When combating Drakes, hammer them with water-based spells such as Frost, or with direct physical assault. Even when strengthened with fire attacks, a Drake can be eliminated quickly with the combined force of your entire party.

Power up a Drake with a fire-based attack the first time you meet it. Then put the entire party in Guard mode to learn the deadly Flame Strike attack.

Ascend the land ramp on the northeastern side of the cavern, climbing through the fissure to enter the next chamber.

The next chamber is tricky. You are faced with a series of linked plateaus floating atop a sea of molten lava. As you move around this chamber, you eventually encounter one of the many monsters roaming around. After you combat the creatures, the plateaus reconfigure themselves, moving farther apart. After the following encounter, the plateaus revert to their original positions.
Move to the northernmost plateau, circling it until you encounter an
enemy. After you have eliminated the threat and returned from the
combat screen, a powerful quake thrusts the plateau you are standing
on into the air. With the plateau in this new posi-
tion, you can reach both
the chest to the north and
the ledge to the east.
Collect the Vitamins in the
chest before continuing
eastward.
Once you have made it
to the ledge on the far side
of the cavern, continue
east to a large crack in the
rock face.

**MISSION TIP**

For a quick 600 Zeny, cut to
the farthest southeastern
plateau. After a quake, you
have access to a chest full of
treasure!

This is the first sign of civilization you have seen—ladders and primit-
ive rope bridges span the many ravines and lava rivers in this chamber.
Make your way to the southeast, using this system of bridges, until you
come to a tiny blacksmith shop.

Here you find the smithy you have been searching for. He happily
agrees to make another King’s Sword for you, but he needs certain
materials to construct it. Faerie Drops are a rare metal vital to the
smelting of a King’s Sword. Because Ershin can see faeries, just find a
small group of these little imps and return with a Faerie Drop. Use the
trapdoor on the far side of the smithy’s shop to exit the caverns and be
on your way.

**MISSION TIP**

Before leaving Mt. Glum, head
back into the final cavern.
After descending by the trap-
door in the smith’s shop, head
toward the western passage. It
may be difficult to see, but it
is there. This spot you back
into the final cavern, this time
on a lower level. Use the
series of rope bridges to reach a chest filled
with four Molotovs.

Return to Wythwood—the
last place you encoun-
tered the faeries. As you
enter the forest, you hear
the telltale giggle of these
mischievous little imps.
Continue south until you
reach a jump point. Hop
across the small sand-
filled ravine to the adjoining
plateau. From there
continue east, hugging
the cliff’s edge.

You soon see the glitter-
ing sparks of a group of
playful faeries. Move closer
to engage them in conver-
sation. After learning of
your quest to find Faerie
Drops, they tell you the
only place they can be
found is in their homeland.
Ordinarily, normal mortals
cannot visit their realm. But
because you have a dragon
in your midst, you can join
them for a visit—they think.
The realm of the faeries is known as the World of Dreams. Unfortunately, a dream—a very bad one—is keeping the faeries from living in their home. Nightmares have infested the World of Dreams. Eliminating these nasty dreams is your price for a Faerie Drop.

You can hear them snoring about the trees and bushes. Nightmares are actually invisible until you engage them. Simply move near the sound of snoring and hit X. After a cute line and quick threat, combat ensues.

**Enemy - Bokta**

- HP: 1,500
- AP: 100
- Power: 62
- Defense: 50
- Agility: 40
- Wisdom: 10
- Exp: 300
- Zenny: 60

**Special:** None

Bokta is undoubtedly the easiest of the nightmares to defeat. Although it's not especially vulnerable to either spells or physical attacks, Bokta's attacks are unlikely to damage you and it has no special abilities to speak of. This will be a very short, very one-sided battle.

**Enemy - Chkom**

- HP: 1,600
- AP: 100
- Power: 60
- Defense: 50
- Agility: 45
- Wisdom: 20
- Exp: 320
- Zenny: 50

**Special:** Sleep, Rock Blast

Chkom is the second son of Fantam. He is slightly more powerful than his brother Bokta, and he has numerous special attacks. Chkom is relatively resistant to both magical and physical attacks—there is no secret punch that can take him out in a single blow. Instead, whistle away, saving your precious AP points and special attacks for more fearsome opponents.

**Enemy - Nmago**

- HP: 1,700
- AP: 100
- Power: 60
- Defense: 48
- Agility: 20
- Wisdom: 33
- Exp: 340
- Zenny: 40

**Special:** Flare, Sever, Frost, Rock Blast

Nmago isn't as likely to use his special abilities as are his brothers. He is also much more susceptible to physical attack than other nightmares. His only major resistance is to Nina's attack. Once again, place her in the rear ranks, leading with your best warriors. With the combined force of Ryu, Scias, and Ishin, Nmago's days are numbered.

Be careful of Nmago's elemental attacks. He possesses one special attack from each elemental type, and he has a talent for matching up the special attack with your character's individual vulnerabilities.
With every nightmare defeated and the World of Dreams once again free, the faeries shower you with praise, thanks, and of course, a fresh "squeezed" Faerie Drop. Once you have your prize, the entire party is transported back to Wychwood. Exit quickly and make your way to Mt. Glom—you have a date with a smith!

Return to the smith within Mt. Glom. Using your Faerie Drop, he makes you a perfect imitation of the King's Sword. With it, you can help Cray. After thanking the smith, send your party down the trapdoor in the floor and head back to Castle Ludia.

MISSION TIP

Don't forget the Aurum stashed in the smith's cabinet. With all of the new skills you have been learning, your party is probably in desperate need of it.

Upon returning to the castle, you make a startling discovery. The Empire has just returned a fake King's Sword—in exchange for some costly changes to the treaty between the Alliance and Ludia. The High Council of Ludia is incensed at having to make such concessions, and they intend to take out their anger on Cray's little Waren hide.

With no choice left, Nina and Ryu agree to break Cray out themselves, under the cover of darkness. Head back to your room in Ludia and wait there for nightfall. When the city has finally fallen asleep, make your way to Castle Ludia.
Before entering the castle, head back to the mills to find a man standing in the darkness. He will trade your "treasure" for one that is more valuable.

**Castle Ludia**

At this hour, the castle is deserted except for a few guards. You must defeat them to move deeper into the keep. Unlike your other opponents, these guards must be defeated in the very first round of combat. Otherwise they will call for help and end your late-night excursion.

**New Encounters**

As clean as you'd think a royal castle would have to be, you still find ToxicFlies and the occasional group of surly Roaches. Along with these familiar foes, you also face Troops, and their more powerful brothers, Soldiers.

**Enemy - Troop**

| HP: 500 | Agility: 200 |
| AP: 100 | Wisdom: 10 |
| Power: 57 | Exp: 200 |
| Defense: 45 | Zenny: 100 |

Special: None

The key to defeating the Troop is a series of powerful combo attacks. Typically a Firewind combination is enough to eliminate a Troop, but follow up with Scias's double-bladed attack just to be sure. Hit hard and fast—given the opportunity, a Troop will begin to Guard, making him extremely difficult to damage.

**Enemy - Soldier**

| HP: 600 | Agility: 0 |
| AP: 5 | Wisdom: 5 |
| Power: 60 | Exp: 500 |
| Defense: 55 | Zenny: 500 |

Special: None

Soldiers are slightly tougher than other guards—but the recipe for defeating them is just as simple. Simply hit them with a Firewind or Jolt combo for some devastating damage. Remember, you must eliminate them in the first turn, or it's back to the castle courtyard for you.

**Note**

If you are too slow in your battle with the guards, your party is ejected from the castle and you must start again. Luckily, the guards that you have already defeated remain comatose, laid out on the floor.

Head north, engaging your first guard. Nail him with a quick series of powerful combination attacks. You need only inflict 500 to 600 points of damage to knock the guard unconscious.

Make your way eastward to engage yet another guard. Make quick work of this one just like the last, then continue into the royal tribunal room beyond the doorway he was protecting. Inside the tribunal room, investigate the chest on the far side of the room to find a potent magical item—Artemis' Cap.
Now head back into the hallway outside the tribunal room. A staircase on the north wall leads to the upper levels of Castle Ludia. Continue to make your way through the halls of the castle, defeating another pair of guards before reaching Cray’s prison tower.

With the coast clear and all of the castle’s guards snoozing, quickly engage Cray in conversation. It doesn’t take long to convince him to join your little jailbreak. With Cray in tow, make your way through the castle halls and out of the city of Ludia.

The Elders greet Cray with a mixture of relief and condemnation. Speak with them in turn until they tell you to speak with Tarhn. Her counsel will help Cray sort out the situation.

Head upstairs when you’ve finished with the Elders, and begin Cray’s training with Master Una. Cray’s fighting style lends itself well to Master Una’s teachings. Once you are finished, leave Woren and head to the Gold Plains to speak with Tarhn.

Woren (33)

Rush back to Woren immediately. With Cray’s trial and threats of stern punishment from the Ludian Council, tensions between the Waron and the Alliance are at an all-time high. As soon as you reach the city, make your way to the Elder’s meeting hall—they are already waiting for you.

MISSION TIP

Dropping by the Weapons Merchant inside the inn is also a good idea. You can purchase the Spiked Rod, a potent new weapon for Cray.

Gold Plains (34)

This means another trip deep into the Gold Plains for Ryu and the gang. Head eastward as usual, watching for the large rock that sits at the center of the Plains. Once you reach it, walk around the rock and continue eastward. Make sure you are heading due east—you can’t afford much error in this.

Back at Tarhn’s Camp, speak with Cray’s mother. You have a chance to describe the situation, then Tarhn suggests you get some sleep. Problems this large are best solved over breakfast. Rest, and continue the conversation in the morning.

After a long discussion, Nina concludes that the entire problem is centered around Ryu. From what you have already learned, they are searching for a dragon—could Ryu be the focus of that search? Only the Wind Dragon of Wyndia can tell you for sure. Tarhn gives your party a Jade Stone that, when placed on an altar within the shrine, opens a secret passageway to a series of tunnels. These tunnels eventually allow you access to Wyndia.
You enter a huge room filled with glittering crystals and long, multicolored beams of light. Note the protruding bar at the base of the two crystals nearest to you. Move to the base of the crystal projecting the yellow beam and have Cray push it clockwise. This adjusts the course of the yellow beams.

**CAUTION**

Keep your distance from the beams—they will burn you to a crisp if you accidentally touch them.
Now move to the base of the green beams of light, turning the bar counterclockwise. With these two adjustments, you can progress along the north wall, walking beside the green beams of light to a doorway exiting the room.

**MISSION TIP**

Climb the stairs directly behind you, then follow the wall south and east to another staircase. From here, walk between the beams of light until you reach the room's southeast corner. Then ascend the stairs you find there to collect the four Silver tops in a nearby chest.

**MISSION TIP**

A special treasure awaits you on the east side of the room—a Light Bangle. Collecting it can be tricky. First move the green laser so that its adjustment bar is facing south. Next, move the yellow laser so its adjustment bar points north. Now make your way toward the entrance to this room, and creep along the southern wall. From here you should be able to reach the red laser adjustment bar.

Adjust the red laser so that its adjustment bar is facing north. Now make your way back to the green laser using the same staircase on the south wall. Tip the lever so that the adjustment bar on the green laser faces west. Finally, head back to the red laser, rotating the adjustment bar until it points east. You should now be able to access the Light Bangle.

Once you've cleared the room of blazing death beams, climb the ridiculously long staircase. You surface in a small, hut-like shrine on the far side of the Gold Plains. After exploring the hut, exit the area and leave the Plains behind.

**MISSION TIP**

A man within the hut is willing to trade your "treasure" for a more valuable one. You must first have collected the Lead Ball from Sarai to take advantage of his generosity.

The Ahm Fen is a vast and swampy landscape of lush islands and moss-covered waters. Rising high above the surface of the Ahm Fen is a series of makeshift wooden bridges. These bridges span the marshy distance from island to island. Use these rickety boards to make your way eastward, following the bridges as they connect to a small grassy glen of an island.

**New Encounters**

**Enemy - Patrol**

- HP: 600
- AP: 20
- Power: 65
- Defense: 50
- Agility: 50
- Wisdom: 1
- Exp: 220
- Zenny: 80
- Special: Watch Enemy, Healing Herb

Patrols are much like the guards you have already met and defeated while freeing Cray from Castle Ludd. Do not underestimate them. Patrols can inflict terrible damage on your party. Hit them hard and early. Patrols rarely attack within the first two rounds of combat, so try to eliminate them within that time frame.
Continue to use the rickety catwalks to move from island to island in a generally southeast direction. Where the bridges are so worn with decay and neglect that they have missing spans, jump from island to island—post to post. The area is thick with roving Patrols, so keep your eyes open.

You eventually come to a broken plank that has fallen onto a thick layer of swamp grass. Climb down the plank onto the grass. Move eastward along the perimeter of the island until you find another span of fallen catwalk. Make your way up onto the stable portion of this bridge and continue eastward.

**Climb along the back of the Ahm Snakes to move from plank to plank. When you can no longer progress, walk across a patched section of the bridges to startle the snakes into moving. Your destination is the central section of catwalk—and the trio of Life Shards hidden in a chest nearby.**

**MISSION TIP**

_A suit of Scale Mail lies on the southwestern edge of this area. Use the water snakes' tender nerved to backtrack and collect yet another glittering prize._

_When you have captured your treasure, progress counterclockwise to continue._

**Faerie Hut (40)**

Following this long span of rickety wooden bridges eastward, you come to the final island of the Ahm Fen. Follow the catwalks north from the island to leave the marshy preserve behind you.

Taking the road to the east, you find a strange little cottage nestled in the woods. This humble hovel is the home of a very unusual couple—a common villager and his faerie bride.
Although the faeries are absolutely delighted to have their homeland back—they aren’t entirely sure what to do with it now. You must help them to rebuild their city, starting with the most basic of needs, such as food and shelter. To make things more interesting, you have only three faeries to start the process.

Start by assigning all three faeries to the hunting group. What the faeries need more than anything right now is something to eat.

His bride is Master Njomo. Although she is less than thrilled with your visit this time around, remember where she lives. When you have helped build the Faerie Village and it is populated by more than eight faeries, return to Njomo for some training.

On the Road North

On the road north to Wyndia, the party is startled by the familiar glitter of trolling faeries. They have been searching for Ryu everywhere—trying to enlist his help in rebuilding their village. Join them for a quick trip to the newly liberated World of Dreams.

Hunting with the Faeries

Later, when you return to the village, assign at least a couple of faeries to clearing and plowing land. After you have done so, leave the village and return to your journeys. After a time, once again rejoin the faeries and have them construct buildings on the land they have cleared in your absence. You can return to the Faerie Village at any time by setting up camp. A faithful faerie can be found nearby to take you back to their village on a moment’s notice.
Take a quick detour into the kitchen to the west of the dining room. Check all the cupboards for goodies—you’ll find plenty! A pair of Swallow Eyes and Fish-heads can be found on the north and south sides of the kitchen. Chat with the cook for a moment to learn who is behind the disappearance of all the flatware.

Now that you have explored the city, make your way to the lift leading to Castle Wyndia. Find the lift on the east side of the city, at the top of a long row of stairs. Talk with the guard standing near the lift to gain access to Castle Wyndia.

Your next stop is an impressive mansion on the southern end of town. Head inside and speak with the many servants. Apparently, a thief has made off with all of the silverware—forks, spoons, knives, straws, chopsticks, everything!

Make your way to the dining hall on the first floor. You find a tubby young lord and his very concerned waiter, desperate for tableware. If you have served Marick well, he has rewarded you with anything from Chopsticks to a Straw. If you agree to trade with the servant, you can collect as many as four pieces of Aurum.

Continue northward to Nina’s home city of Wyndia, seat of power for the Wyndian nation. Head to the windmill on the northern side of the city. Inside you find Master Momo, a cute, articulate little bookworm with dozens of stories to tell. Listen to her and she will share some of her knowledge of the world—and some useful skills.

You can learn a variety of skills from Momo, including Drowse, Spray, Clip, Oracle, and Egghead. Continue to engage her in conversation until you have learned all she has to teach.

MISSION TIP

Take a quick detour into the kitchen to the west of the dining room. Check all the cupboards for goodies—you’ll find plenty! A pair of Swallow Eyes and Fish-heads can be found on the north and south sides of the kitchen. Chat with the cook for a moment to learn who is behind the disappearance of all the flatware.

Now that you have explored the city, make your way to the lift leading to Castle Wyndia. Find the lift on the east side of the city, at the top of a long row of stairs. Talk with the guard standing near the lift to gain access to Castle Wyndia.

You can learn a variety of skills from Momo, including Drowse, Spray, Clip, Oracle, and Egghead. Continue to engage her in conversation until you have learned all she has to teach.
**Castle Wyndia**

**Mission Tip**
For a nice piece of treasure, head into the first castle tower you come across after exiting the lift. Climb the stairs to the castle's upper level, walk across the battlements, and enter an adjoining tower you find to the north. Inside the tower is the treasure you seek—the King of Wind.

Castle Wyndia is an impressive structure, filled with spinning windmills and soaring towers. Make your way along the battlements, heading east then north as the castle wall curves. Enter the doorway you find there.

Inside you find a massive courtyard, complete with royal guards. They won’t allow any ordinary citizen to pass beyond this point. Lucky for you, a member of the Wyndian royal family is with you. Change the walking order of your party until Nina leads the group. With Nina at the forefront, the guards let you through.

**Mission Tip**
The palace is just bristling with goodies. Head through the doorway on the southern wall of the courtyard to find a royal bedroom. Inside, a Soul Gem is tucked away in a cabinet. Find a single serving of Wisdom Fruit in the neighboring bedchamber.

Speak to the royal servant standing beside a set of double doors in the northern wall of the courtyard. He is overjoyed at Princess Nina’s return, allowing you instant access to the royal bedchamber of the King of Wyndia.

Nina explains the entire situation to her father the king, including the party’s impending need to speak with the Wind Dragon. Her father tells Nina to go see the Oracle of the Wind to the east. The king offers you the hospitality of the castle and a place to rest after you have come to an agreement. Come morning, make your way to the castle lift and exit the city.
The Kasq Woods may look friendly enough, but don’t let the grassy knolls and bubbling brooks fool you. This place is just brimming with huge groups of deadly enemies. Within your first few steps, expect to be rushed by three Bilboas or two BeeTroops. Once you have survived the initial onslaught, continue westward across the bridge and onto the far bank.

**New Encounters**

**Enemy - Bilboa**
- HP: 2,500
- Agility: 30
- AP: 20
- Wisdom: 1
- Power: 65
- Exp: 250
- Defense: 25
- Zenny: 80
- Special: Last Resort

Although the initial hit point total of a Bilboa may be intimidating, their defensive stats are so low that you can expect each strike to inflict 500 to 1,200 points of damage. Further, Bilboas are extremely susceptible to the Command ability, allowing you to sit back and watch as a group of these giant boars tears each other apart.

**Enemy - BeeTroops**
- HP: 800
- Agility: 20
- AP: 54
- Wisdom: 15
- Power: 38
- Exp: 120
- Defense: 50
- Zenny: 100
- Special: Wild Swing, Risky Blow

This is the same shield-toting nasty that you have faced in Kyrio, except this time, there are hundreds of them. BeeTroops are a difficult opponent—you almost never walk away from a battle without taking some damage. Your best bet is a magical attack, preferably something that has a group effect—BeeTroops travel in packs.

Another effective tactic is to take advantage of the mixed enemy types that are so common in the Kasq Woods. Use the Command ability on any Bilboas that may be attacking with the BeeTroops to end a battle quickly. Be very wary of the BeeTroops' Wild Swing ability. Although the Wild Swing rarely connects, when it does it can cause up to 280 points of damage in a single blow.
Head south along the creek, until you run into an odd little fisherman meandering around the bank. Talk with him to learn the location of a nearby fishing spot. Once you have picked the fisherman’s brain, make your way south, following the forest trail.

The trail leads you to a new area of the forest. Note the strange logs spanning the creeks in this part of the wood. Not only can you walk across them, but by using the directional buttons, your party can roll the log up and down the creek. Cross the log and continue along the forest trail as it meanders east and then north.

Find a chest containing 600 Zenny sitting along the side of the trail. After collecting your treasure, head down the trail to a new area of the forest.

Adventures in Log Rolling

A variety of tasty treats await you if you do a little log rolling.

1. Head to this bridge near where you first entered this part of the forest.

2. At the end of the trail is a tiny wharf. From there, hop on a nearby log. Roll the log until it makes contact with another floating tree trunk.

3. Head back to the island, and cross to the north side. Hop back atop your log and continue to roll west. You should come in contact with another log in less than a second.

4. Roll this final log northward and hop onto the bank when you make landfall. Follow the trail until you come to a chest containing Long Boots.

5. Hop on the new log and roll it westward until the end of the log comes in contact with a small island in the middle of the lake.

6. Pile off onto the island and head south until you find—surprise—yet another fallen tree trunk! Roll this log south until you come to a small turn in the lake shore. Collect the pair of Weather Vanes you find there.

7. Head back down the trail and mount the log. Roll southward until it comes in contact with a small ramp. Make your way along the bank to an adjoining log and roll it eastward.

8. Transfer one last time after your log touches another. Roll this log to the bank, and head up the nearby trail to exit this portion of the forest.
Head north along the forest path that cuts through Kasq Woods. Periodically stop and use Nina to keep an eye open for dead ends. Also watch for large patches of poisonous bushes. Walking through them can weaken your entire party.

Continue up the trail in a northward direction until you enter a new section of the woods.

Continue northward until you come to the home of the Oracle of the Wind. She greets you warmly, telling you of her duties to the Wind Dragon, and what you must do to meet with him.

The Oracle also imparts a very valuable piece of information—the location of the Wind Flute, a mystic instrument you need to gain access to the Tower of the Wind. From this fabled tower, you may have the chance to speak with the Wind Dragon himself. Leave the Oracle and head east to exit the Kasq Woods.

**Mission Tip**

Don’t forget to check the cabinets in the Oracle’s home for hidden treasures. You will be rewarded handsomely for your efforts.

**Betrayal by Moonlight**

After the long and exhausting trek through the Kasq Woods, the party stops to rest and look over their options. As Cray and Nina decide what to do next, Cray comes to a startling realization—Scias is gone! The Ludian guard must have gone back to the council to tell them of your plan. Recognizing that every second counts, the party quickly breaks camp and hurries on its way.

_He was being paid by the Ludian to watch over us._

---

Even when all seems lost and the fate of the entire Alliance rests on your shoulders, there is always time for fishing! After leaving the Oracle, take a quick trip to the northeast and see what culinary delights you can pull from the river.

The first of two great fishing spots is by the waterfall. Use some of your deep-sinking lures such as the Deep Diver or Silver Top to catch some prime fish along the waterline. Aim for areas rippling with the force of falling water.

Number two on the all-time greatest fishing spots is on the eastern shore aiming at a long track of marshy river bank. Flies typically hover over some of the best spots to aim your cast. Also try the edges of rocks—absolute whoppers sometimes hide out there. For marshy areas, choose a lure that tends to stay rather shallow.

Return to Castle Wyndia as soon as your fishing vacation is complete. Rush to see Nina’s father, and allow her to explain the situation to him. The king directs Nina to retrieve the Wind Flute from beneath the castle. The guards will be informed to allow you to pass in search of the holy relic.

Head out of the king’s throne room and into the main courtyard. Go north out onto the castle battlements and look for a doorway at the base of a soaring tower. Through this doorway a long staircase descends into the bowels of Castle Wyndia. Follow the staircase down to the underhalls of the palace.
The halls beneath Castle Wyndia are like nothing you'd expect. You find yourself traveling through packed earth caverns that look as if they have been sandblasted. At most intersections, odd windmills teeter away, powered by air currents passing through the tunnels.

**New Encounters**

**Enemy - ZombieDr**
- HP: 1,800
- Agility: 42
- AP: 100
- Wisdom: 4
- Power: 80
- Exp: 260
- Defense: 10
- Zenny: 90

Special: Feint, Powder, Vitalize

ZombieDr can be tricky adversaries. They possess the ability to both harm your entire party in one strike with their Powder ability, and to heal themselves with Vitalize if you cause damage. Your best bet with ZombieDr is the use of the potent Oracle attack. As a demon type monster, ZombieDr's take extra damage above the normal effects of this devastating attack. If Oracle doesn't eliminate them outright, follow up with a blow from Cray or Ryu.

Follow the tunnels eastward, passing the windmills as you find them. You soon enter an enormous cavern that slowly arcs to the south. Before following the cavern, explore a passage to the north to find a valuable Soul Gem. Now head south down the center of the cavern to continue. Cut east when you find a small passage cut into the wall. This tunnel leads you to a new section of the underhalls.

Continue east through this new section of passages. You eventually come to a strange oscillating windmill. It changes direction from moment to moment, first spinning with the power of the wind coming from one tunnel, then the other. Wait until the windmill is pointing to the passage to the east, then, pressing 0, rush up the northern tunnel. Begin on the west side of the passage, then cut across to the east side. If you attempt to simply run up the passage, you will be pushed back every time. If you are fast enough, you can make it to the entrance to a new section of the underhalls before the winds blow you back.

This new chamber contains a bizarre collection of cogs, gears, and slowly spinning planks. Wait until one of these rotating planks comes to a stop in contact with the ledge your party is standing on. Move forward on this plank—you are spun over the central chasm that dominates this room.

Wait a few moments for the mechanism to rotate until you can step onto a ledge jutting out of the northern wall. Move east along the ledge, stepping out onto a plank fastened to the cliff face. After a few moments, the great mechanism of gears and cogs spins another plank your way. Step out onto this central wooden dial to be spun out over the gaping abyss that dominates this cavern.
There's an earth-fastened plank to the south, and another spinning wooden dial to the east. Hop off when you connect with the plank to the south. You find a Balance Ring hidden within a chest as a reward for your efforts. Now hop back on the central wooden dial. Wait for the opportunity to hop back on the adjoining dial to the east. It may take several rotations of the dial before you finally connect with the ledge to the east. Hop off the dial and progress down the passageway you find there.

This last chamber can be a bit tricky. Move eastward along a meandering tunnel until a powerful gust of wind pushes you into the corner of nearby cave. This wind is so strong that you are pinned there until the gale abates. Watch a nearby windmill carefully — as soon as it stops spinning, rush forward. Make sure to press X to add just a little extra speed.

Rush back to the cavern you used first to enter this chamber. From here, the winds can't get to you. Watch a neighboring windmill to determine when the air currents are flowing. During the next break in the gales, rush forward and look for a nook in the wall to hide in. Wait here until the winds pass.

You find another nook even farther north. Keep leap-frogging from nook to nook as you make your way up the passage. When you are within a short running distance from the doorway at the end of the tunnel, make a break for it.
With the Wind Flute in hand, you can now access Pung’s tower, the Tower of the Wind. Move east from the elevator you began at and ascend a grand set of stairs to the entrance. Make your way down the steps from the main entrance into the halls that crisscross beneath it.

New Encounters

The Tower of the Wind is inhabited by a variety of surly monsters, including the infamous Drake, and the slimy GnlRoach. In addition to the creatures that you know, you also find the vicious BloodBat.

**Enemy - BloodBat**

- HP: 500
- Agility: 50
- AP: 16
- Wisdom: 20
- Power: 72
- Exp: 180
- Defense: 40
- Zeny: 80

**Special: Syphon, Sleep**

The simplest way to defeat a BloodBat is simply to bash it directly. Eshin’s attacks tend to be the least effective, while Cray and Nina generally have the best luck. One shot from either typically results in a dead bat.

The BloodBat’s most formidable weapon is its Syphon and Sleep special ability, rarely used by your characters. It is generally best to target Drakes or even GnlRoaches before turning your attention to the BloodBat.

You eventually reach a chamber with a doorway on both the northern and southern wall. The northern doorway may be a bit difficult to see, so adjust your perspective until it comes into view. Head through the northern passage to reach the windblown center of the Tower of the Wind.

**Mission Tip**

**Before ascending the staircase to the final platform, jump into a gust of wind to climb to this platform. From here you can catch a gust and reach a chest containing a set of FightingRobes.**

**Caution**

Be sure to jump only when the wind is blowing. If you leap between gusts, you will tumble back down to the beginning levels of the tower.

**Mission Tip**

From this final platform, walk off the edge between blasts. You fall to a platform below where you find a chest of Power Food. Hop back into the next gust to reach the final platform.

Having arrived at the top of the tower, Nina concludes that the party must climb into one of the Gondolas and allow the mechanisms of the tower to fling them high enough to meet the Wind Dragon. But before you take more than three steps toward the Gondola, your party is intercepted by new enemies—and old friends.
When the Grunts have been defeated for a second time, and Scias is at your side, head to the Gondola. With a swing of the tower’s mighty mechanism, the party is hurled high into the air to join the realm of the Wind Dragon.

Ryu and Nina’s quest has finally paid off. With myriad consorts, P’ung Ryong, the Wind Dragon and protector of the Wyndian people appears to the party. This benevolent entity greets Ryu as the Yorae Dragon, whose coming has been eagerly awaited for hundreds of years. P’ung Ryong warns Ryu of the coming dangers and offers to take the party to a place were their search for knowledge may at last be truly sated.

**Highlands**

With the rippling of his mighty body, P’ung Ryong carries the fragile Gondola to a range of remote mountains he claims lie at “the heart of the land.” From here, the party finds a small hamlet nestled in among the rolling groves of the valley floor. Make your way down the mountainside to exit the area, then head south to ice Peak.

**Ice Peak (45)**

The second battle with Grunts is both easier and harder than the preceding one. It’s easier because you have Scias assisting you with the prodigious use of the Shining Blade or Multi-Vitamin abilities. But it’s harder, because your party is already weakened from the last battle. Concentrate on getting the health of all your characters as high as possible in the first round of combat, then finish off the Grunts as you did the last time.
Ice Peak consists of a series of twisting, turning trails that ascend the side of a barren mountain. Make your way westward, turning up the icy mountain face.

**New Encounters**

**Enemy - Icebeak**

- HP: 1,200
- AP: 100
- Power: 80
- Defense: 48
- Agility: 50
- Wisdom: 1
- Exp: 320
- Zenny: 160
- Special: Watch Enemy, Icicle

Icebeaks can be deadly adversaries if you allow them to hang around too long. Hit them with Firewind or Simmon during the first round of combat. After being napped by such a devastating combo, the surviving Icebeaks typically take an additional turn to recover using their Watch Enemy special ability. Finish them in this second round of combat with Cray and Ershin’s Flame Punch.

**Enemy - Blue Cap**

- HP: 950
- AP: 20
- Power: 76
- Defense: 45
- Agility: 18
- Wisdom: 1
- Exp: 190
- Zenny: 40
- Special: Frost

Blue Caps are the northern variant of the dopy, glass-eyed monster you have faced so many times in the desert. They are much harder than their brethren—and much more dangerous. Your party is unlikely to survive an encounter unscathed.

Also remember that Blue Caps are flaying animals. They are extremely susceptible to the use of the Command special ability. Eliminate any Red Caps that may have accompanied the attack party in your first turn of combat. They too can utilize Command and unravel your control of the enemy forces.

**Mission Tip**

It is best to outfit Ershin with his Flame Punch as soon as you enter the Ice Peak. Most of the creatures you’ll face are vulnerable to fire-based attacks.

**Mission Tip**

Although nowhere near as hardy as its larger cousins, the Bilbul lacks the mental vulnerability to Command and other mind-altering spells that make Bilbows so easy to defeat. Use group-effect fire spells such as Firewind or Simmon to weaken large packs, then group-target individual Bilbows to finish them off.

**Mission Tip**

Take the road less traveled and collect this pouch full of Vitamins.

As you ascend the mountain, you find a pair of caves—one on the upper ridges and one slightly below it. To progress through this area, enter the ominous-looking lower cavern entrance.

**Mission Tip**

Enter an eerie blue cavern, dominated by row after row of glacial ice trails. Follow these trails as they meander back and forth, making your way westward. As your party exits the blue caverns, you find yourself on a ledge overlooking the winding trails you used to ascend the mountain. Follow the ledge westward to progress to the next area of the Ice Peak.

This area looks as if it may have been inhabited at one point. Long, organized roads and sturdy-looking log fences punctuate the landscape. You also find errant snowballs that Cray can push if you need to clear the road.
Head west down the snowy hillside, pushing the first snowball you find. Roll it down and around the corner, eventually pitching the snowball westward onto a rock that destroys it.

Follow the snowy trail south, pushing any available snowball into a large crevice running across your path. Using the fallen snowball as a makeshift ice bridge, head across the crevice, and continue westward.

**MISSION TIP**

Take the northern path until you overlook the entire snowfield. Cut east, pushing a snowball down an ice ramp until it lodges at the bottom. As before, use the snowball as a bridge—this time to reach a suit of Asbestos Armor contained within a chest.

Eventually, you come across another impassable crevice blocking your path. Head back up the hill until you find a snowball. Push this lonely ball of snow down the hill—but push only once! After a single good shove, it's in the perfect position to help you traverse the crevice. From here, just head south to leave the frigid wastes of Ice Peak behind.

**MISSION TIP**

Push the last remaining snowball up the hill to fill in a chest and gain access to a chest containing 500 Zenny.

After an exhausting trek through the icy wastes of the highlands, you have finally arrived at the city the Wind Dragon spoke of—Chek. From the moment you walk through the main gate, you notice things here are...different. Instead of normal villagers scurrying about their daily business, you find oddly cloaked children everywhere.

These tots seem to have knowledge beyond their years—each child has a useful bit of information to offer the party. Walk around the city, speaking with anyone who will chat with you. You soon learn that the inhabitants of Chek have kept the secret of how to summon dragons to the world of man. Each child has a piece of the puzzle to offer—but for real answers, speak to the oldest resident of the city.
When you have conducted all of your business and asked all of your questions, there is only one place left to go. Head to the home of the eldest resident of Chek—an enigmatic gray-haired child known as the Abbess. The Abbess turns out to be a veritable font of knowledge, explaining Ryu's origins and heritage as well as his place in the world. After a long discussion, your party turns in for the night.

As Ryu sleeps, the Abbess comes to him in a dream. There are words to be shared that cannot be spoken in front of anyone but Ryu. Just as the Abbess begins to explain Ryu's true nature and the dangers that he will soon face, the pair is surprised to discover an eavesdropper. Ershin has somehow found a way into this dreamscape and is listening merrily to everything Ryu and the Abbess have to say. Sensing there is more to Ershin than meets the eye, the Abbess delves deeper. Beneath the thick plates of Ershin's armor lies the entombed soul of an Endless—one of the gods whom time cannot touch. The dream ends with the Abbess pledging to release Ershin from the confines of her armor.

Come morning, Ryu finds Cray and Nina arguing out in front of the Abbess' home. Join your party, and make your way to the northeastern corner of the city. In the hollowed-out remains of a battlement, you find Ershin and the Abbess sitting together, awaiting Ryu's arrival. With Ryu's help, the Abbess attempts to free Ershin once and for all.

In an attempt to breach the prison that has held Ershin for so long, the party is transported to the cloudy scapes of Ershin's Mind. The real Ershin, the one locked away for so long, should be in the heart of the dream world the party has entered.
Climb up the winding road to the east, until you come to a series of jump points. Hop from standing pillar to pillar, making your way south. You eventually hop down from this row of pillars onto a long trail heading northeast. Follow the trail, and be prepared for combat with some of the vicious spirits roaming around Ershin’s Mind.

**New Encounters**

**Enemy - Gulper**

HP: 1000
AP: 8
Power: 84
Defense: 50

Agility: 60
Wisdom: 10
Exp: 250
Zenny: 105

Special: Fireblast, Inferno, Blizzard, Stone Pillar, Death, Rejuvenate, Leech Power, Ebonyfire

Gulpers possess an incredible array of special abilities, many of which are absolutely devastating. Your best defense is a good offense. Concentrate your efforts on this troubling beast and do your best to eliminate it in the very first round. You don’t want to taste the bitter flavor of a Death or Ebonyfire spell.

As a demon, the Gulper is best vanquished with the Oracle special ability. If given to a character with sufficient wisdom, such as Nina, the Oracle attack can cause well over 1000 points of damage per strike.

**Enemy - Spectre**

HP: 800
AP: 16
Power: 42
Defense: 10

Agility: 12
Wisdom: 35
Exp: 500
Zenny: 30

Special: Depress, Enteobe, Leech Power

Spectres are relatively easy to deal with as long as you hit them quickly. Use the Oracle ability to inflict more than 1800 points of damage in a single attack. While moving on the magical front, don’t forget direct physical assault. Bashing Spectres with a Mace or Sword can be quite effective as well.

Continue northward, hopping from trail to trail, plateau to plateau. You eventually come across a road leading north that grants you access to a new portion of Ershin’s Mind.

Hop along the many jump points as you progress northward in this new section of Ershin’s psyche. You quickly jump your way to an enormous spinning landmass, rotating just out of reach. On the last tiny island you jump onto, look for a glowing white crystal. Press X to activate this psychic switch and stop the spinning landmass. Once things have slowed down, hop over to this giant island and explore.

Most of the ledges you can reach on this landmass are blind. Hit X again near the glowing white crystal to start the island spinning again. Then tap X one more time to stop it—this time in a new location. Continue this start-and-stop process until you reach a section of ledge that allows you to access to the array of pillars above. It may take a few spins to get the right combination.

Once on top of this magnificent floating island, you notice four immense pillars bristling with powerful energies. In the center of these pillars sits a mystic box: a prison cell for Ershin’s true self. According to the entity trapped within, you must destroy the pillars to free Ershin from her captivity. Move from pillar to pillar, pushing on them with Cray. Eventually, you get your chance to engage Ershin’s captors in combat.

**Mission Tip**

Go east to find a jump point to a floating island. This island holds a chest containing a single Water Ward.
With Ershin’s spirit finally free from imprisonment, hurry back to the glowing entrance of Ershin’s Mind to return to the waking world.

**Political District (Readers)*

**Pillars**

**Enemy - Umadaq**
- HP: 1,200
- Agility: 35
- Wisdom: 10
- Power: 80
- Exp: 2,500
- Defense: 60
- Zenny: 0
- Special: Flare, Fireblast

**Enemy - Aeius**
- HP: 1,200
- Agility: 35
- Wisdom: 5
- Power: 80
- Exp: 2,500
- Defense: 60
- Zenny: 0
- Special: Seve, Cyclone

**Enemy - Yeled**
- HP: 1,200
- Agility: 35
- Wisdom: 5
- Power: 80
- Exp: 2,500
- Defense: 60
- Zenny: 0
- Special: Rock Blast, Stone Pillar

The best way to deal with these various spirits is to skip using elemental magic all together. Your most powerful spells are area effect anyway, resulting in an attack that damages some and assists others. Instead, concentrate on direct physical assault and the potent Oracle ability.

The usefulness of the Oracle attack cannot be overstated. If you have assigned the ability to someone with a strong enough wisdom, such as Nina, each use should inflict a minimum of 1000 points of damage. Follow up with a sword strike from Ryu or Scias on the target of the Oracle attack.

By maintaining this one-two punch, you should be able to eliminate one pillar every turn. Be pragmatic, taking the time to heal any significant damage that the pillars inflict. With a few Healing Herbs and the timely use of the Oracle ability, victory should be yours within four to five rounds of combat.

While you are double teaming each spirit, have Gray soften up your next target with his deadly Mere strikes. At this point, Gray should be able to inflict almost 730 points of damage per blow. Between Gray’s raw power and the potent Oracle ability, you should be able to clean all the bad spirits from Ershin’s mind in four turns or so.

---

**Chek (46)**

Once you have returned from the world of Ershin’s Mind, the Abbess calls for a medium, as Ershin has requested. Rhem, the strongest medium in the village, answers the call. With the help of the Abbess, Ershin’s vital energies are transferred from the lifeless shell of her armor to the tiny child body of Rhem.

After gorging herself on all the food and drink she can put her pudgy little fingers around, Ershin begins to expound on who has summoned both her and Ryu. Apparently, the Fou Empire has developed an imperfect mode of summoning the gods. In Ershin’s case, their imperfect method meant that she was trapped in her armor, unable to fully manifest in this world. As for Ryu, he was split in two, his other half roaming the earth elsewhere...

**Sonne Village (47)**

Rising from his sickbed, Fou-Lu has his first chance to investigate the home of the woman who has taken him in and nursed him back to health. After inspecting the house, step outside and explore the surrounding area. This is a simple farming community. Speak with every person in turn, until at last you converse with the local landlord, standing at the village’s east side.

Mami, the young woman who has taken such good care of Fou-Lu, runs quickly to his side as the landlord tears into him about his name and origins. Making up a story as she goes along, Mami explains that this mysterious stranger is in fact, her cousin, Ryong. After gently placating the suspicious landlord, Mami leads Fou-Lu back to her humble home to rest.
The next morning, Fou-Lu rises to find himself alone. Explore the village and talk to anyone who has the time to speak. When you have finished looking around, make your way west, down the farming road to a new section of Sonne. Continue down the farm road until you find Mami, working in the fields.

Your conversation with her is soon interrupted by a howl of pure animal fury coming from the east side of the farming community. Hurry across the makeshift bridge spanning the village's irrigation system to encounter a group of worried farmers. They speak of animals that have been becoming increasingly violent—even going so far as to attack people. Help the villagers by defeating this vile beast. Move around the farmers and head east into the forest.

NOTE: You notice a variety of new skills available to Fou-Lu. Every skill that Ryu has learned is transferred to the emperor god.

**Enemy - Papah**

- HP: 15,000
- MP: 20
- Power: 380
- Defense: 220
- Exp: 10,000
- Zenny: 750
- Agility: 205
- Wisdom: 200

**Special:** Body Press, Stone Pillar

The Papah is not to be underestimated—it inflicts terrible damage to Fou-Lu's human form. Worse, you have no way of recovering from your injuries. To prevent such devastating losses, immediately change Fou-Lu into his Astral Dragon form. You have access to a new set of abilities, as well as increased HP.

Hammer the Papah with a series of Frost Strikes. You should inflict 4,000 points of damage per turn. Expect to take considerable damage—the Papah's Body Press attack harms even an emperor god. Keep the pressure on, and victory will be yours.

Once the battle is complete, return to Sonne. The villagers await your return, eager to learn more about the man that has defeated such a powerful adversary. As Fou-Lu tries to push his way past the throng of curious farmers, Mami rushes to him, offering him a place to rest after his formidable ordeal.

**CAUTION**

Do not leave the confines of Sonne quite yet. There are dangers outside the city that Fou-Lu is not yet prepared to face.

Back in Chek, the party argues over what to do next. The only thing they can agree on is the need to speak with Ershin once more. Unfortunately, the newly liberated Endless is fast asleep after an afternoon of gorging her borrowed body. The Abbess suggests that if you wish to wake a god, you must do as you have done before—leave the waking world and travel within Ershin's Mind. With the Abbess' help, the party is transported into the ethereal depths of Ershin's Dream. The world of Ershin's Dream is a wispy, cloud-covered landscape of arching land bridges and ornate temples. Make your way along the winding road, hopping off the beaten path to collect a double dose of Knockout Gas and a set of Manly Clothes. Continue down the only path available to you until you reach a soaring temple made of polished alabaster.

Inside you find a dreaming Ershin. Known as Deis in this realm, she tells you more of Ryu's origins and his ultimate destiny. Ershin/Deis tells you that for her to truly help Ryu, she must first awake—a task she can only complete when you have left her dreams. Leave the way you came to allow Deis to awaken.

Once awake, Ershin tells you of a place known as Yora e Shrine, where you must go. From this sacred site, you can summon other dragons to help you in your quest. Make your way westward from Chek.
**Ershin Encounter**

Head west along the newly revealed road. You come to a small canyon. As soon as your party has taken a few steps, you are visited by an old friend—Ershin's armor. Somehow, having been enchanted by bonding with an Endless, it wishes to remain close to Deis, after having been together with her for so long. Deis on the other hand is far from enthusiastic about even being near the obsolete suit of armor. Leaving the Ershin armor behind, the party continues on its way.

**New Encounters**

**Enemy - Crawler**

- HP: 950
- AP: 40
- Power: 83
- Defense: 50
- Agility: 50
- Wisdom: 1
- Exp: 266
- Zenny: 60

Special: Air Raid

Crawlers are slinky, airborne cousins of the Catpith. Treat them as you would any bug—squash 'em! Hit them hard and fast with a dazzling array of physical assaults. Before eliminating the last one, try to learn its useful Air Raid ability. This attack can cause considerable damage and is a useful addition to your skill list.

**Enemy - Fiend**

- HP: 1,300
- AP: 40
- Power: 86
- Defense: 50
- Agility: 45
- Wisdom: 20
- Exp: 300
- Zenny: 350

Special: Death, Rock Blast

Fiends represent a formidable combination of combat prowess and deadly magic. Don't even give them a chance to attack. Hit them with everything you've got, starting with an Oracle spell. By now, you should have transferred this ability to Nina. With her extraordinary wisdom rating, she should easily kill a Fiend in one shot.

**Sinchon (48)**

The mystic ruins of Sinchon lie dormant, covered in moss, dust, and hundreds of years of neglect. You find a staircase leading into the bowels of the shrine, although from the look of things, the most dangerous part of your journey may be the crumbling structure itself.

**New Encounters**

For a site of sacred power, this place sure seems to be crawling with the wrong element. Fiends can be found around every corner, along with a new mechanized terror—the Bot.

**Enemy - Bot**

- HP: 1,100
- AP: 26
- Power: 81
- Defense: 52
- Agility: 25
- Wisdom: 15
- Exp: 330
- Zenny: 0

Special: Flare

Bots are especially resistant to fire attacks, so avoid the Simon or Firewind combo attacks. Instead, soften them up with a Cyclone hit, then have Cray and Scias finish them off with powerful physical strikes.
Rush back to the previous chamber containing the stairs and the two doorways, pressing • to add extra speed. Head up the upper staircase, and rush across the columns following the easternmost row when given the choice. If you do this correctly, you should have just enough time to cross to the northern ledge overlooking the pillared room.

You can now enter the central chamber of the temple. Continue north to exit the chamber and meet up once again with Deis.

From this platform, countless dragons have been summoned—the entire area pulses with the energy of the Endless. The party once again enters a trance. The Endless have been summoned.
Standing in the fields overlooking the peaceful hamlet of Sonne, Fou-Lu senses the presence of an Endless. As the mystic aura of an immortal suffuses him, the earth shakes with sympathy, buffetting the village.

Head down the eastern road to the fields surrounding Sonne. The villagers are terrified, speaking of nothing save the anger of the god that resides within Mt. Yogy. Only when he is angered does the ground shake with such tremors. Speak with Mami one last time before making your way out of the village and toward the mountainside.

Mount Yogy is as barren and desolate a place as ever there was. Trails wind and encircle the calderas of Mt. Yogy. Begin ascending the mountain and have Fou-Lu destroy a rock sitting in the middle of the trail. Continue higher, winding west up the face of Mt. Yogy.

New Encounters

**Enemy - Lavoid**
- HP: 5,200
- Agility: 120
- AP: 600
- Wisdom: 80
- Power: 220
- Exp: 2,200
- Defense: 150
- Zenny: 600
- Special: Magma Blast, Inferno, Fireblast, Flare, Burn

When facing a single Lavoid, Fou-Lu has little to worry about—he always gets to attack first. Even with an impressive 5,200 HP, it can stand up to the punishing blows of Fou-Lu’s Royal Sword. However, when facing more than one of these vicious blobs, expect to take at least a little damage. The special abilities utilized by Lavoid’s exploit Fou-Lu’s vulnerability to fire. Be especially wary of Magma Blast or Inferno. Either one of these attacks can cause horrendous damage. If you face a pair of Lavoid’s in a mixed group of enemies, consider retreating from combat.

**Enemy - Cairn**
- HP: 1,000
- Agility: 120
- AP: 50
- Wisdom: 50
- Power: 220
- Exp: 2,000
- Defense: 310
- Zenny: 800
- Special: Stone Pillar, Magic Ball

Cairns are not much of a threat to Fou-Lu. They wait patiently as you tear them apart turn-by-turn. If you Guard to learn the potent Magic Ball attack, a Cairn will flee as quickly as it can.

**Enemy - Bilbao**
- HP: 1,700
- Agility: 125
- AP: 80
- Wisdom: 1
- Power: 210
- Exp: 2,800
- Defense: 160
- Zenny: 250
- Special: Blitz

Bilbaos represent a genuine threat to Fou-Lu. Small groups are capable of injuring him severely, and large groups could even kill him. The greatest danger they pose is their Blitz ability. Each Bilbao can easily inflict at least 700 points of damage in a single turn. If faced with three or more Bilbaos, either flee from combat or immediately change into the Astral Dragon form. In human form, Fou-Lu is as good as dead.
Continue northward, following the long and winding walkways within the bowels of the mountain. Fou-Lu quickly enters a gigantic domed chamber where the presence he has sensed resides. This huge hulking pile of sentient rock doesn't take kindly to Fou-Lu's questioning ways, and soon sets to the task of squashing the "puny little man" flat.

Wind around the mountainside, slowly working your way closer to the center. You can see a variety of pouches clearly visible on overlooking ledges. With no way to access these treasures, simply continue winding inward.

You eventually reach the domed core of the Mt. Yogy calderas. Cross the narrow land bridge to enter the heart of the mountain. You enter an enormously long cavern. Continue northward until you come to a break in the wall—this is the entrance to a new series of tunnels.

This next chamber consists of a series of land bridges and islands suspended in a sea of bubbling mineral water. Make your way northward—hopping from island to island and walkway to walkway—until you find a long ramp leading to a passage deeper within the mountain.
**Sinchon (48)**

As Fou-Lu slays false gods, Deis, Ryu, and the rest of your party finally stand in the presence of the truly Endless. Deis pleads with the incarnation of all of the dragons to impart to Ryu some of their power. She fears that, in Ryu's weak and vulnerable form, he will be swallowed and lost in their joining should he come in contact with Fou-Lu. Deis hopes that Ryu will instead control the melded and whole dragon that he must become, so that he might send her back to where she came from.

**Sonne (47)**

Despite Fou-Lu’s best efforts to fit into Mami’s life, things have finally fallen apart. Led by a tip from Mami’s ever-jealous landlord, Imperial troops have come to Sonne. Rush back to Mami’s hovel. She quickly joins you, barring the door in an attempt to protect Fou-Lu. With troops outside trying to break through, Mami tells Fou-Lu to save himself and escape through a crack behind the oven. Realizing that there is no other way, the emperor god flees, leaving Mami to the cruel whims of the Imperial Army.

**Chek (46)**

As Ryu and the rest of the party speak with the guardians of this world about destiny, fate, and heritage, Ershin’s armor sits alone and asleep within Chek’s only inn. Startled awake by the Abbess, Ershin is told that Imperial troops have taken the tiny village in search of Ryu. The townsfolk of Chek have already been evacuated to an abandoned village to the north—and it’s time you joined them. With the Abbess in tow, try to make your way to the main gate of Chek. Ershin is stopped by Imperial patrols before she gets two steps out the door. There is no choice but to combat the invaders—either they walk away from this, or Ershin does.

**Battle with Imperial Troops**

Ershin must face two waves of Imperial troops—the first consisting of a single Archer and Pikemen. The second wave includes an Archer supported by two Pikemen. Handle them all the same way—with a mighty rocket punch.

**Enemy - Archer**

<table>
<thead>
<tr>
<th>HP</th>
<th>Agility</th>
<th>Wisdom</th>
<th>Power</th>
<th>Defense</th>
<th>Zenny</th>
</tr>
</thead>
<tbody>
<tr>
<td>600</td>
<td>15</td>
<td>8</td>
<td>130</td>
<td>33</td>
<td>50</td>
</tr>
</tbody>
</table>

**Special: None**

**Enemy - Pikemen**

<table>
<thead>
<tr>
<th>HP</th>
<th>Agility</th>
<th>Wisdom</th>
<th>Power</th>
<th>Defense</th>
<th>Zenny</th>
</tr>
</thead>
<tbody>
<tr>
<td>500</td>
<td>15</td>
<td>8</td>
<td>125</td>
<td>50</td>
<td>50</td>
</tr>
</tbody>
</table>

**Special: Healing Herb**

Neither Pikemen nor Archers represent a significant threat to Ershin. Simply target each with a well-aimed flying fist to eliminate it with one punch. Expect to take a little damage, but with Ershin’s amazing HP and defensive stats, it should be nothing more than a scratch.

Ershin should be able to easily handle the Imperial Army, sending the attacking troops packing in only a few turns. Unfortunately, the Imperial commander assigned to lead them isn’t so easily vanquished. After a brief attempt to coax Ershin into revealing the location of Ryu, the commander brings his considerable magical talents to bear against our little metal hero. With a pinch of malice and a spark of light, Ershin’s broken body is thrown across the courtyard.

**Sinchon (48)**

Back at Sinchon, the dragons finally agree to assist Ryu in his quest to become equal to the great Emperor Fou-Lu. The Wind Dragon instructs Ryu to seek each of the dragons out in their true form. As you find them, they will imbue him with a portion of their strength. To begin Ryu on his quest, the Wind Dragon allows Ryu to draw on his power and invoke the powerful Rainstorm ability. So, empowered by this new ability, make your way back through the temple and return to Chek.
The party returns to find Chek abandoned and their companion Ershin sprawled out on the cobblestones of the village courtyard. The Abbess returns to reveal the details of Ershin’s noble sacrifice only moments before the mystically animated armor succumbs to its terrible injuries. With a heavy heart, the Abbess instructs you to meet up with the townspeople of Chek in an old Abandoned Village north of the city. Heed her advice and make your way northward.

**Encounters**

**Erro - Yoen**

- HP: 1000
- Agility: 60
- AP: 100
- Wisdom: 15
- Power: 95
- Exp: 360
- Defense: 50
- Zenny: 160

Special: Chlorine, Rest

At this point in your journey, Yen aren’t quite powerful enough to offer much threat to your party. Hammer them with potent group-effect elemental spells such as Cyclone or Rock Blast to weaken the pack, then finish them off with a sword slice or two. Yen are also particularly susceptible to Command and stat-altering spells.

**Mission Tip**

Dart down a southern pass to collect a Soul Gem hidden within a chest.

Morning brings a bitter surprise: upon leaving his tent, Ryu discovers that the party has been ambushed and captured in the night. You are introduced to an Imperial officer named Ursula, leader of the troops that now hold your party captive.

The journey to the Abandoned Village is far from easy. To reach these remote ruins, you must traverse a treacherous mountain pass that is just oozing with vicious monsters and unseen dangers. Expect to meet up with packs of Bilbul and Yen while climbing the mountainside.
Although disciplined and steadfast in her duties to the Empire, Ursula seems genuinely moved by your party’s concern for the villagers of Chek. After a short discussion, she is eventually swayed by the words of Nina and Cray to visit the Abandoned Village to the north.

**Village Proper**

With her prisoners in tow, Ursula enters the Abandoned Village, searching for the missing townspeople. What she finds is enough to horrify even a hardened Imperial officer. Your old nemesis, the Imperial commander, has beaten you to the village, beating and torturing the townspeople of Chek in an attempt to gain new information about Ryu’s whereabouts.

Looking to settle the score with Ryu, Nina, and the rest of the party after his humiliating defeat, the commander decides to test the mettle of the Ursula’s captives with one of his latest creations.

The battle quickly turns against you, with every major member of your party severely injured or knocked unconscious. In a cry of primal rage, Ryu’s anger and desperation are loosed in the form of a giant golden dragon. Utilizing a new attack known as Kaiser Breath, this powerful beast lays waste to Light, destroying both the warrior spirit and the commander who summoned it.

Ursula wakes only moments later, bruised and dazed, her entire command of Imperial troops annihilated by the magics unleashed by Ryu’s blood rage. Only a smoldering crater remains of Light and the Imperial commander.

---

**Battle with Light**

<table>
<thead>
<tr>
<th>Enemy - Light</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP: 2,999</td>
</tr>
<tr>
<td>AP: 1,000</td>
</tr>
<tr>
<td>Power: 150</td>
</tr>
<tr>
<td>Defense: 15</td>
</tr>
<tr>
<td>Exp: 3,600</td>
</tr>
<tr>
<td>Zenny: 0</td>
</tr>
</tbody>
</table>

The commander’s latest pet is a hulking beast that you have almost no chance of defeating. Even your best combo attacks do nothing but ricochet off of its thick armor plating. Physical attacks are even less effective, often doing no damage whatsoever.

Light cuts through your party with the greatest of ease. Its incredible Job attack can cause up to 600 points of damage to every member of your party—every turn. To make matters worse, this abomination seems to have been specifically created to hunt dragons, doing more damage to Ryu than any other member of the party.

Don’t bother assuming the Hybrid Dragon form—Light will only break you down in a single turn of attacks. In fact, place all of your party in Guard mode except Ryu. When he is severely injured by Light, don’t use any Healing Herbs or Vitamins to restore his health. When Ryu is reduced to 0 HP, a startling transformation occurs, as well as a shift in the tide of battle.
Life in the humble hamlet of Sonne is slowly returning to normal. Mami has been taken away in chains, her fate uncertain, while the Imperial troops have finally left the village. When quiet settles across the town, Fou-Lu, the emperor god, slowly creeps from his hiding place in the woods. Fou-Lu is overwhelmed with concern for Mami, the simple village woman who sacrificed herself so that he might escape.

Fou-Lu encounters a village at the edge of town who is sympathetic about his plight, offering him reassuring words as well as an Ivory Bangle. The peasant implores Fou-Lu to flee and not allow Mami's sacrifice to be in vain. An ancient shrine on the other side of the woods may offer the emperor sanctuary. Head east along the village road to enter the nearby woods—the same place that you battled the Papan.

**MISSION TIP**

The Ivory Bangle is truly a gift worthy of an emperor god. It restores HP at an astounding rate, allowing Fou-Lu to recover from damage without the aid of Healing Herbs or Vitamins. After each combat, outfit Fou-Lu with the Ivory Bangle. Within a few steps, his every injury will be miraculously healed.

Head east through the dense wood until you come to the baby Papan. This once-imposing animal was reduced to its infant form when it fell under the shadow of the emperor's power. The now-tiny beast seems to have an affinity for Fou-Lu, following him wherever he goes. After you've picked up this groupie, turn toward the southern forest trail to exit the woods.

**NOTE**: Fou-Lu cannot camp anywhere on the world map, as Ryu and his party can.

Following the main road south, Fou-Lu eventually reaches the Sanctum the Sonne villager told him about. A great stone with the words “Ye who enter this place, prepare ye a sacrifice” scrolled across its front seals the entrance to the Sanctum. From behind Fou-Lu, the baby Papan enters the clearing of the Sanctum. Papan smashes itself into the great stone at the entrance of the Sanctum. Despite Fou-Lu's cry to stop, the baby Papan continues, eventually collapsing to the ground.

**Enemy - Cyclops**

| HP: 10,000 | Agility: 75 |
| AP: 100  | Wisdom: 5  |
| Power: 230 | Exp: 3,300  |
| Defense: 80 | Zenny: 260  |

Special: Risky Blow, Blitz, SpiritBlast

The Cyclops is a fierce adversary, especially in comparison to the Cairn that you face elsewhere in the Sanctum. Hammer this one-eyed behemoth relentlessly. After a couple of rounds of combat, there is a good chance that the Cyclops's club will break, reducing the amount of damage that it can inflict upon you.
The Sanctum is little more than a series of tidy caverns, connected by massive cracks and fissures in the cave walls. Head west, moving from passageway to passageway on your way through the Sanctum. Expect to meet intermittent groups of Cairns or individual Gyllops. When you approach a split in the cavern, follow the passageway branching to the southwest.

**MISSION TIP**
More briefly down the northwest passage to net a single-locale hidden within a chest.

Following the southwest passageway you quickly come across a mysterious glowing blue gem. This is the last remaining essence of a dragon, whose shell has faded with the passing ages. Press X to collect the Water Gem Dragon Crystal and open a passageway to the west.

**Serpent Dragon**
The mystic Water Gem grants Fou-Lu the power of the Serpent, allowing him to take an entirely new hybrid dragon form.

*Breath:* Waterspout
*Attacks:* Frost Strike, Bing, Bing’ah, Snap

Once you clear the passage, follow the adjoining cavern to the northwest. Fou-Lu eventually comes to an exit, allowing him to leave the mysterious confines of the Sanctum.

**Soma Forest (53)**
Soma seems to be a peaceful forest, but two steps into this gentle glen you’ll learn otherwise. Bilboas, Shadows, Bandits, and Morphs frequent this area, often attacking en masse. Be prepared for fierce combat as you head west.

**New Encounters**

**Enemy - Morph**
- **HP:** 2,800
- **AP:** 100
- **Power:** 140
- **Defense:** 75
- **Agility:** 50
- **Wisdom:** 100
- **Exp:** 680
- **Zenny:** 600
- **Special:** Flare

Besides being much more durable than any Wyd has a right to be, it can utilize potent Flare attacks against the emperor to great effect. You have only one round of time free grace before a Morph starts raining death down on your head. Eliminate them with a series of well-placed sword strikes.

**Enemy - Shadow**
- **HP:** 1,500
- **AP:** 90
- **Power:** 170
- **Defense:** 105
- **Agility:** 90
- **Wisdom:** 100
- **Exp:** 1,500
- **Zenny:** 400
- **Special:** Desembowel, Target

Given the first opportunity, these skilled thieves simply flee from your presence. Those Shadows that stick around are extremely difficult to hit. Use any direct damage spell such as Burn or Sever, which Fou-Lu may have learned via his connection to Ryu.

When encountering mixed groups of Shadows and Bandits, target the Bandits first. More often than not, the Shadows flee from your presence, while the Bandits remain to fight.

Head southwest, passing a large oak tree that dominates this first section of Soma. Down the western ravine, you find a MultiVitamin, tucked away in a chest. Collect it, then return and follow the gully to the south until you reach a new area to explore.

Continue southwest, following the floor of an increasingly deep ravine. As the ravine floor gently slopes upward, Fou-Lu stops, sensing a great evil about to befall him.
Mt. Ryft is a barren, icy wasteland. Worse, it is simply brimming with all sorts of demonic nasties including Fiends, Yaen, and a new kid on the block, the BlueBall. Go south through the snows to find a cavern entrance cutting into the mountainside. You may need to adjust your perspective to see the cavern.

Chek (46)

Go to Chek, heading toward the home of the Abbess once you arrive. As your party climbs the stairs to the Abbess, you notice Deis lying asleep beside Ershin’s armor. There is no way to wake her. Go directly to the Abbess’s home.

The Abbess agrees with Nina’s plan. She concludes that with the help of Ryu’s other half, the Emperor Fou-Lu, Ryu might be better able to control his powers. The party asks for Ursula’s aid in getting to the Empire to search for the emperor god. She quickly agrees, effectively joining your party.

Abandoned Village (51)

The battle with Commander Rasso finished, Ryu sleeps. Meanwhile, the rest of the party tries to decide what course of action to take. Nina, returning from Ryu’s side, suggests that instead of trying to flee Ryu’s destiny, they actually seek out the First Emperor within the territory of the Empire. As everyone comes to agree on the wisdom of this idea, Ursula, the only Imperial officer to survive the last battle, is freed to join the party.

At the Abbess’s suggestion, return to the sleeping body of Deis. As you awaken her, you are in for a serious surprise—Ershin’s armor is alive! Deis decides that she can’t go around borrowing Rhem’s body forever, and she can better assist you in the armored suit. Although she isn’t happy about it, Deis/Ershin agrees to join you on your quest to find Emperor Fou-Lu. With your party complete, leave Chek and begin making your way down the mountainside.

Kaiser Dragon

Ryu now has access to the powerful Kaiser Dragon. In addition to new abilities, Ryu also has access to a new hybrid dragon form when engaging in combat. The Kaiser Dragon is uncontrollable until you have gained the power of all seven dragons. After you’ve gained their power, you will have full control of its abilities.

Breath
Kaiser Breath
Makys, Aura Smash, Itwajeh, Ahryu, Pung, Patoh Pah, Palliate, Sanctuary

Mt. Ryft (54)

Elsewhere, the living sacrifice of a young woman has been laid on the altar of the Carronade. With all the necessary preparations made, General Yoym orders the terrible weapon fired at the Soma Forests near the southern end of the continent. With a blinding flash of sickly purple light, the awesome power of the Carronade is let loose.

Caught with no place to run, Fou-Lu stands at ground zero as the Carronade’s Hex rips through the Soma Forests. Weakened and injured, Fou-Lu stumbles to the ground, dumbfounded at how dangerous the mortals of this age have become. Moments before lapsing into unconsciousness, a tiny ring falls to the ground beside him, causing the emperor god to lose himself in bouts of maniacal laughter.

Ursula is a potent fighter, and equal to most members of your party. Her beginning stats are as impressive as any other: 845 HP, 52 AP, 92 Power, and 97 Defense. She quickly agrees, effectively joining your party.

At the Abbess’s suggestion, return to the sleeping body of Deis. As you awaken her, you are in for a serious surprise—Ershin’s armor is alive! Deis decides that she can’t go around borrowing Rhem’s body forever, and she can better assist you in the armored suit. Although she isn’t happy about it, Deis/Ershin agrees to join you on your quest to find Emperor Fou-Lu. With your party complete, leave Chek and begin making your way down the mountainside.

Ursula

HP: 845
AP: 52
Power: 92
Defense: 97

Ursula is a potent fighter, and equal to most members of your party. Her beginning stats are as impressive as any other: 845 HP, 52 AP, 92 Power, and 97 Defense. She quickly agrees, effectively joining your party.
After completing their river trek, the party decides they need to acquire a sandflifer. Find such a vessel in the border town of Shyde. Head south to reach this tiny port village.

**New Encounters**

**Enemy - BlueBall**
- HP: 1,300, Agility: 60
- AP: 50, Wisdom: 15
- Power: 96, Exp: 380
- Defense: 56, Zenny: 60
- Special: Giant Growth, Frost Strike

BlueBalls have the annoying ability to damage everyone in your party's combat rank in a single attack. Fortunately, the damage is usually pretty light. Nail BlueBalls with area-effect combination attacks or with the ranged fire of Ursula or Ershin—both of these characters can consistently inflict 1,000+ points of damage per strike. Battles with BlueBalls should be relatively simple.

**Enemy - Mud Pup**
- HP: 800, Agility: 35
- AP: 56, Wisdom: 1
- Power: 88, Exp: 180
- Defense: 52, Zenny: 65
- Special: Sleep, Confuse, Snooze

Although incapable of inflicting extreme amounts of direct damage, Mud Pups can use their Sleep special ability to great effect. One or two of your characters may succumb to the tender lullaby of these creatures per turn. Finally, Mud Pups are slippery little buggers, making them very difficult to hit. Use a series of fire-based combination attacks. Mud Pups typically travel in groups, allowing you to take advantage of their primary vulnerability on a grand scale.

A waterfall and bubbling pool of crystal blue water dominate the cavern interior. Use a small series of protruding rock formations to the south to jump across the tiny body of water. Once you reach the far side of the cavern, follow the westernmost passage to continue.

**CAUTION**

There are no rewards at the end of these dead-end tunnels—only hungry monsters. Stay on the beaten path.

Continue westward until you come to yet another pool of water. Near the center of this pool is an island where you can find a new weapon for Ershin—the devastating Rocket Punch. Hop across the many stepping stones to collect this treasure, then return to the main trail cutting through the cavern. Continue west until the passage splits. Follow the passage heading northwest to find the exit from the caverns beneath Mt. Ryft.

Outside the cavern, an icy river flows swiftly to the west. Within view is a makeshift wooden raft, made of rope and bound logs. Hop aboard this rickety vessel to go down the raging water.

**NAVIGATE THE ICY RIVER**

Use ← and → to maneuver the raft down the river. Every time you hit the bank, a little piece of the raft comes loose. If the raft is completely destroyed, you have to start over, so be careful. Get points by picking up the bags you see floating in the river.

The river runs swiftly, so keep an eye open for twisting currents. Although made of little more than twigs and bark, your raft can take a surprising amount of damage. You have to careen into the river bank five times to completely obliterate your tiny vessel.

Keep your motions on the river fluid. You can capture the most bags in the river by staying closest to the center. When you make a play for bags near the riverbank, make sure that you don't overcompensate and send yourself aground. Ideally, you should already be steering away from the bag by the time your raft makes contact to pick it up. Remember, the bags bounce off the riverbank just like you do.

If you're unlucky enough to ground your tiny raft, you have to start over again. Run westward along the river bank from the point you restart. You find a chest filled with three fish heads—quite a consolation prize!

After completing their river trek, the party decides they need to acquire a sandflifer. Find such a vessel in the border town of Shyde. Head south to reach this tiny port village.

**Shyde (31)**

Every direction you look, merchants peddle their wares, or traders stop to rest after their long journey across the desert. Collect supplies, then go to the Tavern on the far side of the Sandflifer Bridge. The barkeep tells you how to catch a sandflifer.

**MISSION TIP**

Stock up on Healing Herbs and Antidotes before leaving Shyde. It will be a while before you have a chance to purchase any new supplies. Also add Jabbergrass to your supply list. Many of the creatures you'll face use attacks that rob your characters of their ability to speak.
Once you pick the barkeep's brain clean, go to the city center. Midway there, a huge barge passes beneath the raised drawbridge. With only seconds to decide, both Ursula and Scias leap onto the decks of the barge, using a blazing Scattergun and swinging sword to bring the vessel to a stop. Every member of the crew flees in terror; only the captain of the ship stays behind—a trader of your acquaintance.

After a brief but painful discussion, Marlok agrees to lend the party the money they need to buy their own sandflier—instead of attacking his. Passing them a Bond worth tens of thousands of Zenny, the greedy trader collects his crew and hurries back on his way.

With the Bond in hand, lead the dumbfounded Cray and Nina back to the Tavern. The barkeep has sandflyers to sell—especially to those with newfound wealth! Once you purchase your new vessel and listen to a few safety instructions, go to Kyoin.

**Handling a Sandflier**

Use ◀ and ▶ to control the heading of the sandflier. Press ◀ to accelerate. You continue to accelerate as long as you push the button. Press ▶ to brake. The brakes begin to work as soon as the button is pressed. Jump by driving over the sand dunes in the desert. Try moving the directional buttons in a circle while jumping.

The sandflier has poor traction, tending to slide around corners. Cut turns tightly, allowing yourself plenty of room to slide. If you lose control, you can slam right into a sand dune wall. Doing so completely obliterates your forward momentum.

Also, use the minimap in the lower left corner of the screen. You can see where curves, turns, and jumpable sand dunes are going to be, and better prepare for them.

---

**Kyoin (24)**

Your sandflier docks at one of the Kyoin's many wharves. Move northward along the gangway to enter the city proper. The settlement is virtually deserted. Ever since a group of troublemakers came through the city, the Causeway hasn't worked correctly. Without the traffic to Hesperia, the merchants and civilians of this area moved on to greener pastures.

Lead the party with Captain Ursula. The few Imperial troops still stationed here instantly recognize her. Interrogate each of them before going inside the empty structures that make up this once-thriving settlement. You soon find a road-weary traveler with a few ideas on how to get to Hesperia, Causeway or no. After speaking with everyone, go to your sandflier.

**NOTE**: Enter the Causeway Temple if you'd like. All elevators leading to the top are unavailable, making use of the mystical structure impossible.

The same carpetbagger you chatted with only moments before is standing near your ride, eyeing the sandflier suspiciously. Engage him in conversation to learn of a settlement known as Shikk that lies to the north of Kyoin. The traveler hopes to join you on the way to Shikk, then cross a small inland sea to get to Hesperia. Allow him to tag along, but don't go to Hesperia quite yet.

**Mud Dragon**

After you can go back to Kyoin on the sandflier, visit the Muddy Cliff (14) north of the Dam. Speak with the dragon here and he gives you his power and a new ability—Mud Flow.
The winding trails of Mt. Giga are vaguely reminiscent of the Cliffs first scaled by Ryu and Nina at the beginning of their adventure. Go south to a large mechanical winch and Gondola. This device transports you over the widest chasms you must traverse.

Once you receive the Mud Dragon’s blessing, go back to Kyoin to resume your long sanddigger journey to the Shikk region.

**ROAD TO SHIKK**

The desert between Kyoin and Shikk tends to be twisty and confusing. The central portion of the course is filled with small plateaus and sand dunes that all look alike. Keep your eye on the on-screen minimap for a reliable guide. Also, watch how high you jump when coming off the sand dunes. Although jumping nets you extra game points, jumping too far casts you off the course—costing you valuable time.

Once you make it to the Shikk region, your thankful traveler offers you a gift before making his way on foot toward the distant city. Follow his lead, leaving the sanddigger behind as you head eastward.

**Mt. Giga (59)**

The winding trails of Mt. Giga are vaguely reminiscent of the Cliffs first scaled by Ryu and Nina at the beginning of their adventure. Go south to a large mechanical winch and Gondola. This device transports you over the widest chasms you must traverse.

---

**NEW ENCOUNTERS**

**Enemy - Saruga**

HP: 1,500  AGILITY: 70
AP: 60  WISDOM: 20
Power: 95  EXP: 500
Defense: 65  ZENNY: 280

Special: Muffle, Blitz

They may look like an orange version of what you have already defeated a dozen times, but don’t be fooled. What separates them from the pack—beyond their impressive HP—is their deadly Blitz special ability. With this single attack, a Saruga can inflict as much as 400 points of damage to every character in combat. And don’t forget, Saruga fight in groups.

Attack Saruga to the exclusion of other enemies, taking them out early. You have a one-turn grace period where Saruga become “furious” before they begin using their Blitz ability. Rotate injured characters to the back row as they take damage, allowing fresh constellants to come forward. The first time you battle Saruga, place all characters in Guard mode in an attempt to learn the devastating Blitz ability.

**Enemy - Legion**

HP: 1,200  AGILITY: 45
AP: 40  WISDOM: 50
Power: 85  EXP: 500
Defense: 80  ZENNY: 120

Special: Silence

Not only are Legions powerful fighters that can regenerate almost any damage that doesn’t kill them, they power up when struck! This powered up version of a Legion can inflict as many as 600 points of melee damage in a single strike, and it’s virtually immune to Ursula’s Scattershot, Ryu’s sword, or the Oracle attack.

Quickly nail this freakish monstrosity with an Oracle blast, followed up by a potent physical strike from CRAY or SCARE. Don’t attack a Legion until you’re ready to kill it! That means no area effect attacks when battling a group of mixed enemies including a Legion.

If you invoke the wrath of a powered up version of this beast, nail it with a series of your deadliest combination attacks. The key is to inflict enough damage to kill it in one turn. Any punishment that doesn’t eliminate a Legion outright will be heeded by the next round of combat. However, the experience value of a powered up Legion is triple the normal amount.

Keep Jabbergrass or Panacea ready to cure the effects of the Legion’s Silence ability. When affected, your characters can’t use any of their spells or special attacks.

---

This side of the canyon is fraught with coiling trails and dead-ends. Go south, leaping across the chasm using a series of jump points in the trail. Now turn east, continuing to wander your way through the confusing twists and turns of Mt. Giga.
Discover a strangely glowing crimson gem. This is the Fire Gem Dragon Crystal. Collecting it imbues Ryu with the power of the Wyvern and a new hybrid dragon form in combat. Once you snatch up the Fire Gem, head up the land ramp to the east and go toward another enormous trolley mechanism.

The mechanized trolley transports you across another massive chasm to the eastern rim of the canyon. Take the lower of the two trails you discover. This trail leads you down a land ramp and out onto a ledge carved directly into the cliff face. Head east up another land ramp. The trail you need can be a little difficult to see, but if you hug the cliff face as you move, you should be able to follow it. Follow this trail up and out of the Mt. Giga area.

**Mission Tip**

From the second trolley, send the party southward on the upper of the two trails until you reach a large circular plateau. Near the western edge of the canyon, you find a small pouch containing a MultiVitamin.

**Mission Tip**

From the lower ledge, hop along a series of outcroppings to reach a chest containing the Weather Wand. This weapon is a potent new upgrade for Nina.

**Checkpoint (55)**

Along the north road to Shikk, your party runs into a little problem. Due to skirmishes and minor battles between Alliance nations, the way to Shikk has been blocked—no traffic can go in or out. Ursula suggests an attack by moonlight, using the cover of darkness to your advantage. Cray suggests a more diplomatic approach and attempts to talk his way through the roadblock. Unfortunately, Cray’s face is far too well known within the Alliance Army.

**Battle with Alliance Troops**

**Enemy - V. Troop**

- HP: 700
- AP: 50
- Power: 55
- Defense: 50
- Special: Rock Blast, Protect

**Enemy - G. Troop**

- HP: 700
- AP: 50
- Power: 55
- Defense: 50
- Special: Sever, Speed

You really don’t need to do anything fancy with this bumbling pair. Simply attack each in turn to defeat them. The damage they cause Cray is almost incidental compared to the punishment Cray can inflict. The combat should last no longer than two turns.

Although you handled the two guards easily, an entire squad comes to reinforce them—you are simply going to have to find another way through the blockade. Looking around the checkpoint, Nina suggests using the many wagons to get over the roadblock.

Use Cray to push all of the wagons so that they line up in a row. Two of the wagons are completely immobile, while two can be rolled into new positions. Once the wagons are properly situated, climb on top of the building near the center of the checkpoint and jump off the north end of it. You should bounce from wagon to wagon, finally landing on top of the battlement used in the blockade. Jump down and continue north to slip past the guards.

**Mission Tip**

Push a wagon near the south end of town between the buildings and a chest sitting atop a crate. From the roof of the building, you can jump on the wagon and bounce on top of the crate to collect the triple dose of Ginseng.
Crossroads (56)

On the long road north to Shikk, investigate as many encounter indicators as you can. About halfway up the north road, you find a strange crossroads. Battle your way through Legions and Saruga to reach an east-bound road. Follow this thoroughfare to discover a secret path to the northeast that leads to the Tree of Wisdom.

Tree of Wisdom (57)

Standing at the center of this clearing is an odd figure, waiting patiently for the Yorae Dragon. This enigmatic figure is Su Ryong, called the Tree of Wisdom by mortals. Lead with Ryu, and engage this mystic entity in conversation. When Su Ryong offers Ryu his help, accept it. He grants Ryu the power of the Tree Dragon and the use of the Holy Circle ability. Heed his cryptic message about "another whose song can be heard in the breaking of the waves" before continuing to Shikk.

Shikk (58)

A. Road from Checkpoint  
B. Weapons Shop (Upstairs)  
C. Exchange "Treasure"  
D. Road to Fane

Move among the Shikk's few residents, asking them how to hire a ship to cross the ocean to Hesperia. You are directed to the Tavern to try to find the owner of the only ship in port.

Warning

When you purchase the Flintlock for Ursula, don't trade her Scattergun to get it. Although the Flintlock is a more powerful weapon, it lacks the Scattergun's ability to fire on multiple targets.

Note

If you picked up the Weather Wand when crossing Mt. Giga, you saved 5,500 Zenny.

When you've made your purchases, head to the lower level via the stairs in the back of the shop. Here you find the Tavern you've heard so much about. Speak with the men at the bar about sailing on their ship to Hesperia. They tell you that no one sails on their vessels without the explicit blessing of the sea gods.

With this disappointing news, head back out into the streets of Shikk and speak with a lonely dockworker sitting beside the main road. He tells you that a shrine to Fane, the sea god, is just up the road to the south. Take this path out of the city in search of your "blessing."

Mission Tip

Make a quick trip to a small building down by the docks on the west side of the city. Upstairs, be sure to collect a Water Bomb, tucked away in a set of shelves on the wall. Downstairs you find a man clearing out an old storeroom. He will gladly trade your treasure for a better one.
The Fane is little more than a series of rocky islands and winding tide pools. Move northward along the rickety plank bridges you find to speak with a sailor guarding the Fane. Once you tell him of your intent to gain the sea god's blessing, he allows you to proceed.

A. Start  
B. Hanger - 5  
C. Ammonia - 2  
D. Drop Wave Stone  
E. Wetsuit  
F. Wave Stone  
G. Meet 'God of the Sea'

The Fane is little more than a series of rocky islands and winding tide pools. Move northward along the rickety plank bridges you find to speak with a sailor guarding the Fane. Once you tell him of your intent to gain the sea god's blessing, he allows you to proceed.

New Encounters

**Enemy - Bad Coil**

- HP: 1,400  
- AP: 60  
- Power: 100  
- Defense: 70  
- Agility: 10  
- Wisdom: 20  
- Exp: 310  
- Zenny: 80  
- Special: Command, Snap, Might, Slow

Bad Coils are relatively easy foes to deal with, as long as you know the tricks. Bad Coils are weak against fire and take extra damage when attacked with this element. Hammer them with powerful fire-based combination attacks such as Simoon or Firewind. Although Bad Coils are also vulnerable to direct physical attack, some of your strongest characters, such as Cray and Scias, have a hard time hitting them.
Follow the snaking tunnel just a little bit farther to the north. Here you find an altar, similar to the one you first encountered near the entrance to the caverns. Sitting in the middle of the altar is a glowing blue Wave Stone. Collect it and go back to the cavern entrance.

Move to the edge of the pool of crystal blue waters then press X to drop the Wave Stone within the pool. This "awakens" the waters, causing a blinding white shaft of light to shine up into the chamber above. Leave the cavern, and climb up to the second upper cavern entrance to the north.

Here you meet the avatar of the Sea Dragon. He grants you volumes of sagely advice, along with his blessing for traveling the seas. As proof of his blessing, Ryu is given the Salt Stone. Show this to the sailors back in Shikk as evidence that the gods have smiled upon you. Once you have completed your conversation with the Sea Dragon, go out of the Fane and back to the coastal village of Shikk.
Nina has definitely surprised the sailors with her strength, speed, and courage. But they still aren’t convinced that the girls could handle life at sea. They must pass one more test for the sailors to be sure. Leading Nina and Ursula to the belly of their ship, the captain demands one last thing—that they spend a night in the Hold.

Back in Shikk, head directly for the Tavern where you first met the group of rowdy sailors. Seeing the Salt Stone in your hand, the captain of the bunch agrees to transport. However, upon reaching the wharf, you discover a small problem. The sailors have a rule that they live and die by—no girls allowed. Even after Ursula proves her strength by quickly dispatching their newly hired comrade Kahn, the sailors still won’t budge.

Finally, Nina comes up with an idea. If she can best Iggy—one of the toughest sailors around—in one-on-one combat, then she will have proven she is as strong as any of them. The sailors agree to putting Nina to the test, arranging a challenge high atop the mast of their ship.

**Pushing Iggy**

You win if you can push Iggy off the mast before time runs out. Press X to jump. If you jump on his head, it stuns him for a moment. Use ■ to build up speed to ram him.

The key to beating Iggy is letting yourself get bottled up in a corner. As Iggy comes to knock you off the mast, jump on his head, landing behind him. While he is stunned and standing on the end of the mast build up some speed by pressing ■ and push his bloated carcass off the side.

You have to move quickly. Iggy recovers very fast, often coming out of his stupor just as you attempt to bump him. Be persistent. You may have to attempt this challenge several times to succeed.

**Scoring**

Every time you are bumped, you lose 50 game points. If you’re actually knocked from the mast, you lose 100. For every time you jump atop Iggy’s shaggy head, you gain 50 points. If you can bump him, you gain 100.

Don’t jump so far that you fall of the end of the mast. You lose the 100 points whether you jump or Iggy pushes you.

---

**Creatures of the Hold**

**Enemy - Copycat**

<table>
<thead>
<tr>
<th>HP</th>
<th>Agility</th>
<th>Wisdom</th>
<th>Exp</th>
<th>Zenny</th>
</tr>
</thead>
<tbody>
<tr>
<td>2000</td>
<td>50</td>
<td>20</td>
<td>1000</td>
<td>800</td>
</tr>
</tbody>
</table>

**Special: Blitz**

The Copycat may look like your average Ghost, but it is vastly more powerful. In addition to being tougher and capable of dishing out mountains of damage, a Copycat also powers up into a deadlier Wizard form the first time you use any special ability against it.

**Enemy - Wizard Form**

<table>
<thead>
<tr>
<th>HP</th>
<th>Agility</th>
<th>Wisdom</th>
<th>Exp</th>
<th>Zenny</th>
</tr>
</thead>
<tbody>
<tr>
<td>1,300</td>
<td>40</td>
<td>20</td>
<td>500</td>
<td>400</td>
</tr>
</tbody>
</table>

**Special: Recall, Jump, Bad Back**

Despite the dangers of using magic against a Copycat, your best bet is still the Oracle ability. If you have assigned this skill to Nina, you can inflict at least 1,200 points of damage in the first turn alone. Follow up with Flintlock fire from Ursula, and victory should be yours within two rounds of combat.
Head belowdecks, speaking to everyone with every member of your party in turn. Move through the captain's quarters, the crew quarters, and finally, the Hold. As Nina shows Ryu where she and Ursula spent the night, something rocks the ship. Over and over, something rams against the bottom of the hull. Rush topside to warn Mr. Zig.

**Mission Tip**

Grab the Wobbler out of one of the cabinets in the captain's quarters.

The ship continues to rock as some creature chases the vessel, ramming it repeatedly. With a mighty roar, Kahn, your old friend, comes bursting from the ocean. With the taste of his two previous defeats still bitter in his mouth, Kahn challenges your party to combat on the decks of the ship.

**Enemy - Rat Pack**

| HP: 600 | Defense: 50 |
| AP: 36  | Agility: 50 |
| Power: 75 | Wisdom: 5   |
| Exp: 200 | Zenny: 5    |
| Special: Snap |

**Enemy - King Rat**

| HP: 200 | Agility: 45 |
| AP: 30  | Wisdom: 8   |
| Power: 90 | Exp: 1,200  |
| Defense: 12 | Zenny: 10   |
| Special: None |

A Rat Pack is actually a group of five Rats, each with the stats listed above. The King Rat crowds near the back rank of the Rat Pack. Use an area-effect combination attack such as Ursula's Flare, followed up with a Cyclone from Nina. Whatever the Flare doesn't kill outright, the Cyclone's fiery explosion will. Don't give these little rodents a chance to attack you—with six-to-two odds, things could get messy.

After Nina and Ursula have survived two waves of merciless monsters, things seem to be looking up. That is, until a single Sea Louse falls from the upper decks of the boat. Ursula's screams echo through the night as thousands of these tiny vermin fall from the ceiling.

**Ocean Bound**

With the wind in the sails, the party is off across the great blue ocean. Mr. Zig informs you that they can't take you all the way to the western continent but will instead drop you off at the town of Lyp on the Northern Islands. From there you can walk across the Tidal Flats to the mainland. With that message, Ryu and Nina are free to explore the ship.

**Kahn is back again, and this time he's new and improved!**

If you expected the same easy battles you've had in the past, think again. This gothic can injure or even kill your characters if you aren't careful.

Even without his special abilities, Kahn is a formidable opponent. In a single blow, Kahn can inflict 400–500 points of damage. Further, with 12,000 HP, Kahn can withstand a tremendous amount of punishment. Kahn uses his special abilities at the drop of a hat, snatching your entire party with his mighty Shout or the poisoning effects of Flex. However, Kahn's favorite is Focus, allowing him to inflict up to 700 points of damage in a single blow in his following turn.

Rotate your characters frequently, allowing your freshest fighters to take the combat ranks, while giving those that have been injured a chance to rest. Nina's Oracle, Scias's Shining Blade, and Ryu's dragon attacks are effective ways of cutting Kahn down to size. Finally, have Ershin draw Kahn's fire with her Stand Out ability, while other, more vulnerable characters hammer Kahn mercilessly.

With Kahn floating with the dolphins, the sea journey continues uneventfully. Days later, almost halfway to Lyp, the winds that propelled your vessel die down, leaving the ship becalmed. With a look of dread on his face, Mr. Zig explains that somehow, the ship has come too close to the dreaded Island of Fire. Strange spirits are said to dwell on this island, threatening any ship foolish enough to draw too close.
After hearing this tale, Nina concludes that the "spirits" of the island may in fact be an avatar of one of the dragons that you seek. Although he thinks the decision foolish, if you want to go the island, Mr. Zig will lend you his dingy for the trip over. Talk with Zig’s brother Iggy to pile into the dingy and go to the island.

**MISSION TIP**

Before leaving, head belowdecks, then reemerge topside to find one of the brothers peddling goods. Stock up on Vitamins and other equipment that you may need before heading back to Iggy.

**Island of Fire (61)**

The interior of the hulk is a crisscross of flimsy, rotten, wooden planks. As soon as Ryu sets foot inside the vessel, a small glowing Will O’ the Wisp comes and floats above his head. This tiny creature warns Ryu when he is about to approach a rotten plank that will collapse beneath him. Expect regular attacks from Rollob, Bollor, as well as the appearance of a few Gulpers and the new Istalk.

**New Encounters**

**Enemy - Istalk**

- HP: 1,500
- AP: 1,000
- Power: 110
- Defense: 75
- Agility: 90
- Wisdom: 50
- Exp: 450
- Zenny: 250
- Special: Transfer, Vitalize, Sacrifice

Istalks are tricky opponents to defeat. If you find them individually, nail them with Oracle or powerful elemental magics. However, Istalks typically work as magical batteries for other enemies, such as small groups of Gulpers. Every turn, the Istalk transfers some of its power to its allies, allowing them to utilize their most potent magics against you.

When an Istalk is left alone, it often sacrifices itself, exploding and sapping all but one HP from every character in your combat ranks. It is best to eliminate an Istalk first, before other targets, to prevent both the use of its Transfer ability and its suicide bombing.

**Enemy - Sepoy**

- HP: 2,000
- AP: 50
- Power: 105
- Defense: 60
- Agility: 100
- Wisdom: 35
- Exp: 650
- Zenny: 280
- Special: SwordBreaker, Vocus

Handle Sepoy with extreme caution. Generally speaking, they cause little damage and offer little threat, but they deal out a devastating attack. The SwordBreaker ability causes considerable injury in addition to lowering the overall defense of the target. When followed up by a Sepoy who has used Vocus the turn before, the result can often be 700+ points of damage in a single turn.

Sepoys are vulnerable to fire-based attacks and direct physical assault. Nail them with potent area effect combination spells such as Simoon or Eruption, followed up by blows from your most powerful fighters.
Creeping slowly into the cavern, the party comes face to face with an enormous entity that fancies itself a god. Although this behemoth is extremely powerful, Deis informs the party that it only feeds off the auras of the Endless and is not itself a god. The conversation about this creature’s true nature ends abruptly as it decides to make sacrifices of the humans that stand before it.

Use the Wisp to avoid the rotten planks spanning the interior of the shipwreck, slowly making your way northward. When you finally traverse the dangers of this chamber, climb the ladder to the upper deck of the hulk.

MISSION TIP
To the east is a chest filled with three Burnt Flags. Find a similar chest containing a Ring of Fire in the chamber’s western side.

You emerge on the wreck’s upper deck, a wooden gangplank spanning the distance to a series of winding walkways. Head east along the darkened trail, turning north when the path splits. Return to your easterly direction when the trail splits yet again. The party soon arrives at the mouth of an enormous cavern. Make sure every character in your party is fully healed before entering this ominous passageway.

MISSION TIP
Follow the only westbound pathway to find a chest filled with two Panaceas. This is the same chest you could see but not reach as you entered this section of the island.

With the mighty Glebe defeated, go back to Iggy in his little dingy. He rows you back to a very grateful Mr. Zig. The coast is now clear, and the winds have returned. Drop below decks to rest after your ordeal on the Island of Fire. When you awaken, climb topside and speak one last time to Mr. Zig, then continue on your merry way to the port city of Lyp.
Head north to the Weapon Shop. You find a bonanza of new weapons and equipment for your party. As funds allow, pick up the Piercing Edge for Ryu, the Sparkler for Ursula, Battle Rod for Nina, and Stone Club for Cray. A variety of new armor is also available for purchase. With all of your shopping done, find a pier on the north end of the city, and head inland.

MISSION TIP
A Manillo merchant is also standing by, willing to engage in his normal "fish-for-weapons" barter. The weapons and armor available are vastly superior to what you can find at the Weapon Shop.

Sailing the Sea

Once you arrive in Lyp, you can return to Zig's ship any time that you would like for a little sailing. To find the Sea Dragon you need to use his vessel. But first you need to learn the ins and outs of navigating and sailing.

This is Gyosil, fisherman and master. As long as you have 3,000 fishing points, he will bestow upon you all of his knowledge. Studying under Gyosil gives you access to the Ward ability.

Gyosil doesn't offer you skills as do other masters; instead he offers fishing poles. If you have more than 4,000 fishing points, he'll give you the Ring of Ice. He gives a Spanner at 6,000, and a Master's Rod at 9,500.

Nina and Ryu thank Mr. Zig for all of his help before venturing into the lively city of Lyp. Mr. Zig tells the party that if they ever need to use his ship again, just drop by.
**SAIL AWAY**

**Wind Direction** - You can make the ship move in the same direction as the wind by pressing △ to raise the ship's sails. Use the directional buttons to change the ship's direction, but you cannot move against the wind while the sails are up. You can use the ship's oars by pressing ◆.

**Judging Wind Direction** - The window on the upper right of the screen shows the current wind speed and direction. The direction the wind will change to is also displayed. You can conserve supplies by waiting with sails down until the wind begins to blow in the direction you want to go.

**Mission Note**

Don't let the wind direction fool you—if a northwestern wind is displayed, NW is where the wind is blowing from, not the direction it is blowing.

**Supplies** - The bar on the bottom of the screen indicates your remaining supplies. The more time you spend at sea, the more supplies you use up. Once your supplies are completely gone, the ship automatically returns to its port of origin. Pressing ◆ to use the ship's oars increases the amount of supplies consumed.

**Exploration** - Press ▲ to launch a dinglyo to explore the area around the ship. If there is an island or other place to land nearby, the dinglyo will land there. Pressing ▼ near a port makes the ship dock at that port.

---

**Ocean Spot 2 (63)**

Among the many areas you'll find in the inland sea is this fishing area to the north. Look for the blue flag to guide you into this secret spot.

There is very little area to move around in at this fishing spot. Cast off the side of the bank opposite where you have docked your boat. Your goal is to cast toward the small groups of reeds. The Silver Top and Floaters are some of the best lures to use, although Hangers are also good.

The fish in this area are whopping Bonitos, so if you are using a smaller, weaker rod, try aiming at the patch of reeds closest to the bank. That way, if you catch a fish on your line, you only have to reel a short distance before landing it.

---

**Sea Dragon (68)**

Head to this spot just north of the Island of Fire. Reach it from either Shikk or Lyp. Once you reach this spot, hit ▲ to explore the area and meet the Sea Dragon.

The Sea Dragon awaits on a tiny island. Have Ryu engage him in conversation to receive the power of Sea Dragon—Tidal Flood! When you have finished your discussion, hop back in the dinglyo and go back to your ship.

**Crossroads (64)**

The Crossroads looks like every other stretch of wooded glen you've seen from here to Wyndia. Don't be fooled; this forest is almost overflowing with vicious and ravenous beasts. Head westward, fighting through the many waves of enemy attacks until you come to a split in the road. Standing at the juncture is an odd, orange creature that seems to have no earthly reason to be loitering in an area such as this.
Another nice spot is on the lake's east side. Cast deeply, as the water near the bank tends to be very shallow. As you near the dock, the best fishing is found near rocks or where branches from fallen trees protrude from the water.

This little monkey man prattles away in a strange gibberish that no one in the party understands. When given the choice, offer the orange fuzz ball a gift of food—some Apples, Ribs, or a Roast. It may seem like a waste now, but your generosity will come back to you later in the game.

Head west across a bridge spanning the small stream that bisects this entire forest. When you leave the wood via this exit, a new road opens up to you. Use it to reach the Jungle of the northern island.

Most of your best fishing is off the dock—cast toward the rocks and tree branches protruding from the water. Look for dragonflies hovering or places where the surface tension of the water is broken by the gentle breeze. The lake around the dock is rather deep, so the chances of getting your lure caught on the lakebed aren't that high. Just to be on the safe side, use a lure that works well in shallow waters, such as a Float or Baby Frog. Silver Tops work well too, as long as you keep them moving.

Another nice spot is on the lake's east side. Cast deeply, as the water near the bank tends to be very shallow. As you near the dock, the best fishing is found near rocks or where branches from fallen trees protrude from the water.
After crossing the rope bridge, climb down from the westernmost tree. The wooden planks you find at the tree’s base lead you to a new section of the Jungle.

Long wooden bridges dominate this area of the Jungle. Follow them westward as they meander around a pair of great trees. Enemy encounters in this section include old friends such as Masks and Mirrors. Use a combination of ranged attacks for the Mirrors and the Oracle spell for the Masks. Continue along the wooden bridges until you reach the Jungle canopy, and a new area to explore.

MISSION TIP
Change perspective often in this section of the jungle. The canopy frequently hides trails or chest in your view.

MISSION TIP
When the bridges split in two different directions, take the southwestern path. You find a chest filled with a double dose of Aurum.

Follow the wooden planks as they lead westward, winding around one final tree. You come to a series of floating logs. Much like the logs you have seen in the past, you can roll them north or south with the directional buttons. Hopping from log to log, head westward, rolling each log into position. Once you reach the bank of the mud lake, head west to exit the Jungle.

MISSION TIP
A set of Toxic Claws sits on a log, just out of reach. Don’t let this opportunity to upgrade Ershin’s flying punch pass you by. Following the diagram, move sequentially from log to log until you reach the Toxic Claws.
From the Jungle it is only a hop, skip, and a jump to the Pabpab Village. Your welcome to the village is less than friendly. As your party approaches the edge of the settlement, arrows fly, halting your progress. Only the timely intervention of the tiny orange fuzz ball you fed earlier saves the party from becoming pincushions.

With the good word from one of their own, you are invited into the village as honored guests. A former adventurer named Beyd greets you warmly, offering all the hospitality the village has to offer. Once you have settled in, Beyd offers you advice on how to progress to the mainland. When the tides are right, you can cross to the western continent via a series of Tidal Flats.

Unfortunately, the road to the mainland is presently underwater. Beyd suggests that you relax and tour the village while you wait for the tide to ebb.

Sickness is nothing new among the Pabpab, and there is little Beyd can do about it without the proper herbs. Nina suggests that the party help Beyd find the herbs he needs to heal the sick Pabpab, as thanks for his hospitality. The herb can only be found on the open sea. From Lyp, you can find someone who can tell you more about where to harvest the herb.

### Pabpab Babble

The Pabpab speak a very simple language. If you know a few easy words, you can understand most of what the Pabpab are chattering about.

<table>
<thead>
<tr>
<th>Pabpab</th>
<th>Translation</th>
</tr>
</thead>
<tbody>
<tr>
<td>aitin</td>
<td>during, a period</td>
</tr>
<tr>
<td>ishi</td>
<td>cast</td>
</tr>
<tr>
<td>kairu</td>
<td>guide</td>
</tr>
<tr>
<td>ko</td>
<td>teach</td>
</tr>
<tr>
<td>michu</td>
<td>here</td>
</tr>
<tr>
<td>nah</td>
<td>this</td>
</tr>
<tr>
<td>ni</td>
<td>secret</td>
</tr>
<tr>
<td>no</td>
<td>fish</td>
</tr>
<tr>
<td>nostra</td>
<td>you, that</td>
</tr>
<tr>
<td>pabpab</td>
<td>wrong, bad</td>
</tr>
<tr>
<td>paketo</td>
<td>north</td>
</tr>
<tr>
<td>poto</td>
<td>us</td>
</tr>
<tr>
<td>pukapuka</td>
<td>but, still</td>
</tr>
<tr>
<td>purechi</td>
<td>more, amazing</td>
</tr>
<tr>
<td>rikuku</td>
<td>slowly, relaxed</td>
</tr>
<tr>
<td>rori</td>
<td>friend</td>
</tr>
<tr>
<td>sanomi</td>
<td>medicine</td>
</tr>
<tr>
<td>santo</td>
<td>rock, stone</td>
</tr>
<tr>
<td>sonna</td>
<td>south</td>
</tr>
<tr>
<td>taan</td>
<td>thanks</td>
</tr>
<tr>
<td>tatoru</td>
<td>sorry</td>
</tr>
<tr>
<td>temi</td>
<td>time</td>
</tr>
<tr>
<td>treja</td>
<td>dance</td>
</tr>
<tr>
<td>weshi</td>
<td>enemy, bad person</td>
</tr>
<tr>
<td></td>
<td>treasure, west</td>
</tr>
</tbody>
</table>

Once you have returned to Lyp, go to the tower in the southernmost end of the city. Here you find an old man who has some knowledge of the herb you seek. Called Mozweed, find it on the nameless island east of the city of Lyp. When you've finished your conversation with the old man, head back to the docks and speak with your friend Mr. Zig. You need to take his vessel back out to sea.
The next morning, things are looking much better for the little Pabpab. After chatting with Beyd about the Pabpab’s miraculous recovery, go to the rope bridge outside the hut. You encounter the little orange puffball, Poko. With a hop of delight and a Pabpab’s distinctive chatter, she tells you that the tide is going out.

If you hurry you can use the road that runs through the Tidal Flats to reach the mainland.

Once your dinghy has landed on the beaches of the nameless island, begin looking for a tall green weed-like plant. Leaping with Ryu, inspect the flora before having Ryu slice the plant with his sword. Now that you’ve collected the life-giving herb, pile back into the dinghy and head back to Zigg’s ship.

Pabpab (67)

Return to the mainland, and then hurry back to the Jungle village of Pabpab. Find the hut where the sick Pabpab is resting—there you also find Beyd. At Beyd’s suggestion, give the Mozweed to the ailing Pabpab.

The next morning, things are looking much better for the little Pabpab. After chatting with Beyd about the Pabpab’s miraculous recovery, go to the rope bridge outside the hut. You encounter the little orange puffball, Poko. With a hop of delight and a Pabpab’s distinctive chatter, she tells you that the tide is going out. If you hurry you can use the road that runs through the Tidal Flats to reach the mainland.

Poko leads you to the coast of her tiny island just as the tide reaches its lowest point. The “road” revealed through the Tidal Flats is little more than a sandbar connecting a series of isolated desert isles. Begin your journey by wading westward.
Follow the tree line until you come to a small ravine. Jump to an adjoining cliff face, then climb down into the island's interior via a small land ramp to the southwest. Head directly into the center of the densest jungles you can find as you head to the island's center.
Hidden among the jungle canopy, you find the Earth Gem Dragon Crystal. This gem grants Ryu the power of the Behemoth, as well as allowing him to assume a new hybrid dragon form in combat. Once you have collected this priceless treasure, climb back up the land ramp you descended to the northeast. From this plateau, jump across another narrow grotto to the island's north side.

**MISSION TIP**

Instead of climbing the plateau, head east until you find a land ramp descending to a secluded stretch of beach. Follow this beach as it winds north and then west around the island. You eventually come to a rocky outcropping with a chest sitting atop it. Collect the Silver Stall contained within before heading back to the island's interior.

**BEHEMOTH**

**Breath:** Meteor Strike  
**Attacks:** Searing Sand, Patoh, Chi Patoh, Counter

Go to the southwest, following the cliff face of the island as you go. You soon see a land ramp that leads to the tidal pools of the island's northern side. You find the sandbar "road" due north—it leads to a new series of desert isles.

This last stretch of the Tidal Flats is relatively uneventful. If you sprint across it, you may be able to make it to the other side without a single encounter.

Despite your best efforts, night has fallen before you can cross the flats. Nina suggests that you set up camp for the night and make up the lost time in the morning. Unfortunately, by sunrise the party realizes their mistake—the tides have shifted during the night, covering up the road to the mainland. Ryu, Cray, and Nina move off by themselves in search of an alternate route across the sea.

**Saldine Fishing Spot (71)**

This rocky shore is a perfect place to catch some dinner. The new Deluxe Rod allows you to bring in bigger and better fish, even if you must reel them in over great distances. Despite the capabilities of your new fishing equipment, your best bet for catching fish is still close to the shore.

The next morning, Ryu, Nina, and Ursula begin to investigate the island. After finding a water source, head west to a new section of sandy beach. Follow the beach westward until you come to a winding trail set into a rocky section of the island. Climb the rocky terrain, entering a new section of the beach, then follow the trail as it meanders down the other side.

**MISSION TIP**

A chest filled with two Crab lures is tucked away on the north side of the rocky outcropping. You can find it after entering the new section of the beach.

Continuing west, checking among the underbrush, Ryu finds a way of feeding the party—a brand-new Deluxe Rod fishing pole! Travel along the beach toward the Saldine fishing spot.

This tidal pool near the coast is the ideal spot to catch the plentiful Moorfish and Blowfish. The best lure to use is the Silver Top, as well as the new Crabs that you just picked up. Move the lures in short, jerking motions, never allowing them to sink to the bottom of the tide pool.

Once you've caught at least one fish, head back to meet Nina and Ursula, just beyond the confines of the fishing spot. With your catch in hand, send the trio back east to meet up with the rest of the party. Over the gentle roar of an evening fire, the party feasts, then slowly falls asleep.

Wend your way west through the dense jungle underbrush, crossing a picturesque waterfall. Continue to follow the cliff face until you reach another section of sandy beach. Your worst fears have been realized—until the tide goes out you are trapped on the island.
Deep within the Fou Empire, the Emperor God Fou-Lu marches proudly into Chedo, the Imperial capital. Casting the city guards aside like rag dolls, Fou-Lu enters the Emperor's Palace unopposed.

A mystic entity, the Guardian of the Palace, comes to hinder Fou-Lu's progress. The Guardian quickly recognizes Fou-Lu as his former emperor, returned to take the throne. Fou-Lu greets his old friend warmly, listening as the Guardian speaks of the deplorable state of the Empire.

With grim determination, Fou-Lu orders the Guardian to lay waste to the capital city of Chedo. As he strides deeper into the palace, Fou-Lu vows that the last act he will perform as a god upon this world is the destruction of the Fou Empire.

Leaving the city of Chedo behind, Fou-Lu moves deeper into the heart of the Imperial Palace. Continue east through the high gates into an ornate inner chamber. In the center of this room is a massive arrangement of glowing arcane symbols. Approach the symbols to initiate a meeting with Fou-Lu's nemesis, General Yolm.

Yolm seems genuinely surprised to see the emperor alive. After a brief but respectful conversation, Yolm summons his most powerful minions to destroy Fou-Lu once and for all.

**Saldine Flats (70)**

As morning dawns on a new day for the castaways, Nina suggests that she and Ryu once again try their hand at fishing. Go back to the fishing hole, heading westward as you have before.

**MISSION TIP**

Don't shy away from combating the numerous monsters you encounter on the way to the fishing spot. This is an ideal opportunity for you to build up some much-needed experience for both Ryu and Nina.

**Yolm's Last Stand**

**Enemy - Kahbo**

- **HP:** 18,000
- **AP:** 1,000
- **Power:** 360
- **Defense:** 240
- **Agility:** 210
- **Wisdom:** 225
- **Exp.:** 20,000
- **Zenny:** 0

**Special:** Mystic Fire, Flaming Fist

Kahbo, although powerful and deadly, is relatively easy to deal with if you take the proper approach. Immediately transform Fou-Lu into his hybrid dragon form, choosing the Serpent incarnation. The water-based attacks available in this form make defeating Kahbo all the easier.

Once Fou-Lu has taken the Serpent Dragon form, attack Kahbo with your most powerful weapon—the Waterspout. Kahbo is particularly vulnerable to water-based attacks. Each time you use this breath weapon, expect to do a minimum of 5,000 points of damage. Kahbo at its best can return only 200 points of punishment per turn. Combat should be complete in less than three turns.
With the most powerful of his minions destroyed, Yolm bows his head in defeat. As respectful as ever, Yolm offers his humble apology for the attempts he has made on the life of the emperor god. Drawing all of his remaining power into himself, Yolm bursts into a ball of flame, sacrificing himself to punctuate his humble request for forgiveness.

Now that Yolm has gone the way of all mortals, send Fou-Lu to one of the two doors you find on the chamber’s north wall. In this room is a place for the emperor to rest and regain his strength. You will need it for the conflicts that lie ahead.

\textbf{NOTE}: The second of the two doors on the north wall is sealed. Only someone possessing the Blue Charm can pass.

After resting, send Fou-Lu back to the arrangement of arcane symbols in the center of the room. Hit \texttt{X} to activate the mystic powers of the warp gate and transport Fou-Lu to the Inner Sanctum of the Imperial Palace.
Yuna seems to recognize that discretion is the better part of valor, and he quietly steps aside when faced with Fou-Lu’s wrath. With no further obstacles, send Fou-Lu through the main gates of the inner palace to finally meet the 13th emperor of the Fou Empire, Soniel.

Soniel obsequiously apologizes to Fou-Lu, declaring that the promise made to the emperor god will be kept and the keys of the kingdom passed to their rightful owner. But, in an act of vile deceit and betrayal, Soniel drives the Dragonslayer blade deep into Fou-Lu’s body as the emperor god turns his back. Fou-Lu only laughs maniacally at the ex-emperor’s feeble attempt to delay the inevitable....

Saldine Flats (70)

Meanwhile, back at the flats, Ryu and Nina have a quiet chat beside the shore. As Ryu casts his line, Nina talks about her feelings for Cray. After hours of fruitless fishing, send Ryu and Nina back to camp. Use the travel diary inside the tent to rest and save the game.

After relaxing on the beach, the party awakens to a pleasant surprise—the tide is going out. The road back to Fabpab is revealed by the receding waters; move to the opposite side of the island to see if the road to the mainland is accessible as well.

NOTE: Once you have progressed through the Saldine Flats, return here later to discover a new road leading north. At the end of this road you find a place called Fish Head (90) Beach—and an old friend—Kahn. He’s a master now, teaching useful new tricks including Shout, Tiger Fist, and Hex.

Koshka (73)

A. Village Entrance
B. Weapons Shop
C. Inn

Shan River (88)

As funds permit, purchase the Feather Sword for Ryu and Scias, the Runestaff for Nina, Crusher for Cray, and the Flamethrower for Ursula. Armored Vests can be worn by almost every member of your party, so purchase as many as you can.

The Shan River is a wide and muddy waterway, spanned by a series of Gondolas. Flip a nearby switch to bring a Gondola to your side of the river. Pile the entire party onto the mechanism, then hit X to cross to a small mid-river island.

NOTE: The Gondola moves while X is pressed, and stops when it is released. Avoid the logs and move the Gondola forward. Jump onto a log by moving the Gondola close to it. The logs won’t show up until you use the southernmost Gondola to cross the river.
Follow the main road until you reach the sleepy fishing village of Chiqua. Investigate the settlement, speaking with every person in turn.

**New Encounters**

**Enemy - LizardMan**

- **HP:** 1,700
- **AP:** 100
- **Power:** 152
- **Defense:** 75
- **Agility:** 80
- **Wisdom:** 50
- **Exp:** 1,000
- **Zenny:** 420

**Special:** Double Blow, Wind Strike, Shield, Rejuvenate

LizardMan are formidable opponents, but vulnerable to earth-based attacks. Rack Blast and Eruption are good ways to whittle down large groups.

Direct physical assaults are less effective, because of the LizardMan’s Shield special ability. This spell increases the defense of every enemy by 20 percent—and typically more than one LizardMan costs it.

LizardMan usually act first, protecting themselves or harming you.

The LizardMan’s potent Rejuvenate special ability heals 150–200 points of damage at the beginning of every turn. Hit LizardMan with more power than you think necessary. Don’t waste your time with ranged attacks; LizardMan are hard to hit, and when you do connect, you do mediocre damage at best.

**Enemy - Generatir**

- **HP:** 1,500
- **AP:** 400
- **Power:** 125
- **Defense:** 70
- **Agility:** 1
- **Wisdom:** 15
- **Exp:** 700
- **Zenny:** 800

**Special:** Lightning, Jolt, Sever, Frost

This oddly shaped creature is a powerhouse of special abilities. It often inflicts Sever damage to your entire party in a single strike. Exploit a Generatir’s primary weaknesses—fire and earth—to protect yourself from its devastating attack. Ranged attacks are also extremely effective, especially shots from Ursula’s Flamethrower.

**Enemy - Sporeon**

- **HP:** 1,800
- **AP:** 55
- **Power:** 128
- **Defense:** 80
- **Agility:** 50
- **Wisdom:** 60
- **Exp:** 600
- **Zenny:** 250

**Special:** Spores, Target

There’s no easy trick to defeating these fungoid monstrosities. They lack particular vulnerabilities and have enough HP to withstand several turns of combat. Use powerful combination spells and direct physical assault. Attack one Sporeon at a time, hammering it until it collapses.

**Mission Tip**

On the southernmost island, look for a chest filled with 1,000 Zenny.

**Floating Logs**

On the trip back across the river on the southernmost Gondola, a pair of logs floats across your path. Move your Gondola near them to allow your party to hop on top of a log. Each log leads you to a different mid-river island—and a different treasure.

Hop on the first log to reach the northernmost island and an Earth Ward. Hop on the second log to reach an island in the center of the river and a pair of Aurums.

**Chiqua (74)**

A. Weapons Shop  
B. Fu Chuman

Follow the main road until you reach the sleepy fishing village of Chiqua. Investigate the settlement, speaking with every person in turn.
You meet a strange blue merchant named Fu Chaman who deals in rare and collectable items. He will direct you to the capital, as soon as you help him find his wares.

**Fu Chuman**

Fu Chuman gives you several hints about what he will accept in exchange for his help, and where to find these items.

- **Relics from Ruins**: "Near Koshka village, there are ruins. Many rumors of treasure hidden inside."
- **Koshka Pottery**: "Unique jars being made in Koshka village. Very popular in capital, but take long time to make."
- **Fish for Shisu**: "Shisu very popular food in capital. To be making shisu need three of any of these fish: MartianSquid, Salmon, or Sea Bream. Even just one of each is OK."

A lazy fisherman on the village's south side can tell you of a fishing spot north of town. The Weapon Shop on the west side sells rare and unusual items, including Magma Armor. Once you have visited every place of note, head north to find a new fishing spot.

**Lake Spot 3 (75)**

This marshy lake brims with easy-to-catch fish. Head for shore where reeds and branches protrude for the greatest concentration of fish.

- Avoid deep sinking lures; use Hangers, Baby Frogs, and fast-moving Silver Tops. The lake bed is rather shallow, and you'll lose lures that delve too deep. As you reel the line in, match the sound of the music and the beating drums. You'll likely catch a lot of Angelfish before you find the fish you seek.

**Koshka (73)**

**NOTE**: Having the pottery made is the simplest of the three options. However, the treasures within the En Jhou Ruins are worth the effort. Explore the ruins while the pottery is being made. Offer the pottery to Fu Chuman for the information, and keep the En Jhou treasure for yourself.

If you decide to go for the pottery or the ruins, head north to the tiny village of Koshka. Find the Weapons Merchant on the southeast side of town. This time, he's hawking the jars Fu Chuman wants. Say you'd like to purchase a few jars, and he gets right to work. Return later to collect your pottery.

If you instead decide to search through the ruins, talk to the man standing in the village's center. He tells you of the En Jhou Ruins, just east of the Shan River. Head south, following the villager's directions.

**En Jhou Ruins (76)**
Climb down the crumbling staircase you find at the edge of the jungle to investigate this ruin. You eventually find another treasure hunter. She says all the rare and valuable relics have already been found and taken from the site.

**New Encounters**

**Enemy - IBomb**

- HP: 1,000
- Agility: 1
- AP: 65
- Wisdom: 50
- Power: 100
- Exp: 1,100
- Defense: 150
- Zenny: 500
- Special: Air Raid, Protect, Sacrifice

*Thumbs are surprisingly easy to deal with, as long as you know their weaknesses. A single Cyclone attack typically annihilates it. Finish this creature off in a single turn. An injured thumb may rash the party and explode causing horrific damage to anyone in the combat ranks.*

**Enemy - Snapfly**

- HP: 5,200
- Agility: 10
- AP: 80
- Wisdom: 50
- Power: 125
- Exp: 1,300
- Defense: 105
- Zenny: 800
- Special: Flame Strike, Fireblasts

*This is the first time Ryu and the party have had to face Snapflies. They are armored against most types of elemental attacks, so concentrate on direct physical damage leading with Cray. His Crusher inflicts 1,200 - 1,500 points of damage per blow. Follow up with Ryu and Scias to finish the job. Even focusing the efforts of the entire party against a single Snapfly, expect it to take at least two turns.*

*Be especially wary of the Snapfly's commonly used Fireblasts. This special ability can inflict up to 450 points of damage to every party member.*

**Enemy - Puppeteer**

- HP: 800
- Agility: 120
- AP: 100
- Wisdom: 40
- Power: 140
- Exp: 1,000
- Defense: 70
- Zenny: 200
- Special: Feint, Chlorine, Knock Out, Muffle

*Puppeteers can cause serious harm if you let them hang around. They possess potent group-effect special abilities. Puppeteers always hide behind a more fearsome and durable foe. Use powerful wind-based combination spells such as Cyclone or Typhoon to eliminate the Puppeteer in one shot and damage any other units.*

**Enemy - Decoy**

- HP: 2,500
- Agility: 110
- AP: 10
- Wisdom: 1
- Power: 128
- Exp: 880
- Defense: 70
- Zenny: 150
- Special: Blind

*Decays guard Puppeters and can take a tremendous amount of punishment. Decays depend on direct physical damage rather than special abilities. Hammer the Decoy/Puppeteer duo with a pair of Cyclone spells—one from Ursula and one from Nina. Follow up with the devastating strength of Cray’s Crusher.*

Leave the room where you found the cynical adventurer and head east. Here you find another chamber picked clean, just like the treasure hunter said. Investigate the east wall to find a section of masonry that looks as if it might collapse if given a firm blow. Have Ershin head butt this section of wall to reveal a hidden passage.

**NOTE:** You can’t change perspectives while exploring the interior portion of the En Jhou Ruins.

The true vastness of the En Jhou Ruins is now apparent. Stairs, walkways, and ledges run in almost every direction. Head north, climbing a small set of stairs and go through a doorway in the north wall.

This chamber is dominated by long staircases. An enormous root blocks the staircase going up. Take the only route available and descend the winding stairs as they cut west and then south. Head through the hard-to-find doorway in the south wall at the staircase’s base.

A long and winding root, stretching from floor to ceiling, dominates this chamber. Hop to an L-shaped walkway to the south. From this raised walkway you can reach the massive root and climb atop it. Using the root as a makeshift staircase, climb into the chamber above.

You reemerge in the room where you first entered the interior portion of the En Jhou Ruins. Use the root to climb to a walkway running along the east wall. Here you find a pair of doorways, one set into the north wall, the other into the south. For now, take the north door.
Follow the passageway north until you find a chest containing three Wisdom Seeds. Then return to the chamber you just left. This time, take the door in the east wall.

An odd arrangement of items hang from ropes from the ceiling. Leading with Ryu, have him cut the rope holding the southernmost chest. Counting from the right, cut the third rope, which also holds a chest. Then leave the room and descend the giant root to the chamber below.

**CAUTION**

If you cut the other two ropes, poison will flood the chamber or mystical energies will inflict terrible damage to half of your party.

From this chamber, return to the L-shaped raised walkway, and return to the long winding staircases to the north. Climbing the stairs returns you to the chamber where you first entered. Using a pair of jump points on the main platform in the center of the room, hop eastward, passing through the only available door. Collect the treasures spread across the floor, then head back into the main chamber. Descend the long staircases to the north, and return to the room with the L-shaped raised walkway. From the doorway, head east behind the giant root cutting through the center of the chamber. In the room's northeast is a hidden landing to which you can jump. From this landing, turn south along the wall, descending a staircase.

A ladder is tucked beneath the raised walkways in the floor of this massive chamber. Climb down this ladder to reach an enormous chamber bristling with vines and staircases. Head west, down the larger of the two staircases.

After a few steps you find a break in the wall that borders the staircase. Use this gap in the wall to move south. A jump point on this landing allows you to descend to a slightly lower level.

**MISSION TIP**

From this new landing, move to the only jump point that allows you to descend the south side of the pyramid. Using adjacent jump points, continue to hop down the pyramid's south side until you reach a large landing near the base. Hop southward to a large raised walkway.

**MISSION TIP**

Head west down a nearby staircase to reach a chest that contains a pair of Magic Shards.

Once you have reached the raised walkway, move east into the darkness. An easy-to-miss doorway is set into the north wall among the shadows. Head north through the door to find a long passageway.

Here, at long last, is the treasure of the En Jou Ruins. Move forward to collect the Earth Gem Dragon Crystal. Using it grants Ryu access to the new Mutant Dragon form in combat. With the treasure in hand, return to the village of Koshka.

**MUTANT DRAGON**

**Breath:** Stardrop  
**Attacks:** Snap, Chlorine, Sleep, Silence

Speak with the Weapons Merchant the moment you return to Koshka. By now, the jars should be ready. Accept the asking price of 500 Zenny and return to Chiqua.
Hop down from the crate to a walkway along the river. Go down this walkway as it follows the river south and then east. Just as the river turns, find a pair of jump points, allowing you to cross the south bank. Once you are safely across the river, head east down a brick walkway to a new area.

**Mission Tip**

Cray can move the floating boxes to make a path across the river. Alter the water level by using the valves on the locks.

**New Encounters**

**Enemy - Bolt Trap**

- HP: 200
- AP: 70
- Power: 200
- Defense: 60
- Agility: 120
- Wisdom: 80
- Exp: 850
- Zenny: 180

**Special:** Knock Out, Weaken

Bolt Traps are from the agile and mildly annoying Nut family. These blazzyngly quick adversaries can completely dodge all but the best-placed strikes. Nail Bolt Traps with a low-cost combination such as Firewind. The ensuing explosion should take out all the Bolt Traps. However, Bolt Traps are resistant to combinations. Their presence lowers the chance that your magical spells will combine into a more potent form.

**Enemy - BoltArch**

- HP: 200
- AP: 70
- Power: 150
- Defense: 90
- Agility: 100
- Wisdom: 40
- Exp: 830
- Zenny: 250

**Special:** Mind Flay, Double Blow, Multistrike

BoltArchs are much like their Bolt Trap counterparts—agile and hard to hit. Nail them with a series of low-cost group-effect combination spells. If even one combo connects, you’ll wipe out all BoltArchs on the screen.

Cross the river again, this time to the north bank, via a jump point. From the north bank, have Cray push a nearby crate eastward. The crate slams into another crate, allowing your party to continue eastward. Climb the pale stairs that lead to the top of a levee. Run the length of the levee until you encounter a large crate against the wall.

Hop down from the crate to a walkway along the river. Go down this walkway as it follows the river south and then east. Just as the river turns, find a pair of jump points, allowing you to cross the south bank. Once you are safely across the river, head east down a brick walkway to a new area.

**Mission Tip**

Leave Chicua, then return and speak to Fu Chaman once more. He offers to trade your ball treasure for a better one.

**River (77)**

Head south until you reach the river—actually a long series of lev­ees and locks used to transport cargo south toward the capital. Find a small walkway spanning the water and follow the river downstream once you have crossed here.

A. Start
B. Dirty Filter - 5
C. Atomic Punch
D. Traveller
E. Ladder to Lock Bottom
F. Armored Vest
G. Exit
Come to the first of a series of mechanized locks. Use the switch on the south bank to raise the lock into a new position. Climb the rope ladder ascending the southern tower of the lock mechanism, then cross on the floodgate. On the other side, climb down and use a sister switch on the north shore to lower the floodgate back into place.

Speak with the worker you encounter sitting beside the river. When he asks about dragons, tell him that you've seen one before. When he asks you what they look like, reply that dragons all look different. When he asks you to get specific, say that dragons sometimes look like grass and rocks. The worker then tells you of an oddly shaped rock inside a nearby quarry. The quarry road is now revealed to you. Speak with him further to collect other useful tidbits.

As you slowly walk east, notice crates floating in the water. Move Cray out onto the tiny brickwork outcroppings that extend to each crate, then push the crates down the river. Two crates need to be pushed—one before and one after the dockworker you've chatted with.

When both crates have been moved properly, they create a bottleneck about halfway down the river. Move to the control switch for the smallest of the three locks, on the north bank of the river. If the gates to the east and west are closed, throw the switch and empty the lock. As the water drains from the lock, the crates lower. Once they touch bottom, use them to cross to the south bank.

From the south bank, go to the easternmost floodgate. Climb the gate tower, then head east along the walkway to enter the river's final area.

A crate in the middle of the walkway eventually stops your progress eastward. Turn toward the river to find a jump point that allows you to cross to the north bank. Climb atop a small pile of crates to the east, then hop down to leave the river behind you.

A chest containing one of the rare upgrades for Erin's Rocket Pan's lies on the bottom of the lock. To reach it, leave this area by heading east, then come back. Make sure that the lock is completely drained when you leave. When you reenter the area, the position of all the crates has been reset. Climb down a ladder on the south bank of the river and walk along the bottom until you encounter the chest.

After you cross to the north bank of the river, double back and reenter the previous area. Tucked among a small pile of crates is a chest containing an Armored Vest.

You come to a split in the road. Take the western path to reach the quarry of which the dockworker spoke. Here you encounter the Rock Dragon. Leading with Ryu, speak with the ancient entity. He grants Ryu his power, allowing him to use the powerful Fulguration ability. Once you have spoken with the Rock Dragon, head east to the tiny mountain village of Pauk.

You enter a new town. The first place you encounter is a weapons shop. The weapons shop owner is a friendly character who will sell you weapons and upgrades for your party. The weapons shop is located in the center of the town, and you can find it by following the marked path.

A. Enter Village
B. Gramps' Tent
C. Weapons Shop
D. Inn
Paak is a tiny border town nestled in the Ahinga Mountains that sells Whelks and horses to the Imperial Army. Chat with anyone who will talk to you, trying to learn how to get to the capital. Eventually, you are directed to the tent of Gramps.

Gramps is a little less than talkative when you enter his tent to inquire about the capital. Apparently the old man has lost a prized chicken. After attempting to speak with the despondent fellow, exit the city to discover a newly revealed western road.

**MISSION TIP**
The local Weapon Shop has some interesting new armor for sale. As funds allow, purchase Mithril armor for Ryu, Cray, and Ursula, and outfit the rest of the party in Wolfskin.

**CATCHING TAK**
Tak, Gramps’ rocky brown rooster, is running loose on the west side of town. Chase Tak into the coop in the middle of the field. Once Tak is inside, the gate automatically closes and the game ends. You get 100 extra points for every white-feathered chicken you can herd into the coop.

The chickens always run as fast as you do, and they continue to run as long as you chase them. Give them a little room and they return to a more leisurely pace, squawking and wandering randomly. Herd them to the south side of the map, near the open door of the chicken coop.

Keep a good distance between you and the coop. As the chickensumble near the door, rush them. Trying to run away from you, they scurry directly into the coop. Repeat this process until you capture most chickens—including the troublesome Tak.

Once you have captured Gramps’s prize chicken, return to Paak. An overjoyed Gramps tells you that the most direct route to the capital, Kwanso, is presently blocked due to some trouble in the capital itself. However, you can go to the Emperor’s Tomb to the northwest, and from there take a road to Astana.

**MISSION TIP**
Before leaving the village, talk to the children playing outside. One of the tykes thanks you for bringing the chickens home. Speak with them each twice until they reward you with an Old Tire.

**Burnt Forest (89)**
On your way to the Emperor’s Tomb, you come across an eerie wood that seems strangely familiar. Head south until you see a small collection of rocks leading up the side of the hill. Go west through the rocks to find the charred wasteland.

**New Encounters**
In addition to the Zaurus and Morphs that abound in this area, you also face some much shorter trouble.

**Enemy - Egg Gang**
- HP: 2,000
- AP: 60
- Power: 150
- Defense: 100
- Special: Ovum, Double Blow, Magic Ball

Be very careful with Egg Gangs—especially their Ovum ability. Their first use of it is often highly successful, occasionally transforming your entire combat rank into tiny eggs. In egg form, your characters do pathetic damage and have no access to any items, spells, or skills. Further, any follow-up attack by the Egg Gang causes devastating damage, almost always resulting in a character’s gruesome death.

Soften them up with the Oracle spell. Then follow up with a swing of Cray’s Crusher or Scias’ sword. Egg Gangs always attack after you do, so use the initial opportunity to annihilate them.

**Enemy - Gold Gang**
- HP: 2,500
- AP: 60
- Power: 152
- Defense: 150
- Special: Resist, Ovum

Gold Gangs are much like Egg Gangs—only worse. They have more HP and are resistant to Oracle—your best demon-slaying attack. Hammer them relentlessly with melee attacks. Ranged fire is also moderately effective until Gold Gangs use their Resist special ability. After that, any Flamethrower or Rocket Punch fire coming their way is almost sure to miss.

Continuing east, you find an enormous chasm with the fragments of a shattered rope bridge still dangling from either side. Return to the Burnt Forest, this time exploring the south side of the wood.
Here you find a pair of trails—one heading west, the other continuing south. Take the western path for now, following it until you find a glowing green crystal. This is the Wind Gem Dragon Crystal. It lets Ryu assume the form of the Myrmidon Dragon in combat. Return to the southern path and follow it to discover a hidden road to a little-known fishing spot to the south.

**River Spot 3 (80)**

This quiet meandering river is an excellent source of Trout and RainbowTrout. Head to the waterfall and perch on a large rock. Cast to the far side of the bank and draw the lure as close to the rocks as you can without catching your line. Techniques 1 and 4 are best for catching the elusive RainbowTrout. Once you’ve caught your limit, return to the west road.

**Tomb (81)**

The party arrives to find more scorched ground. It looks like more than a simple forest fire. Head southeast. Expect to meet with the occasional Zaurus and Morph as you follow the winding trails eastward. Eventually, the party comes to a series of columns and other ruins. Hop atop the pillars to cross a small canyon, then climb down the side of a fallen column to reach the grotto floor. Continue east to reach the base of the Emperor’s Tomb.

Climb the staircase that ascends this giant pyramid. At the top, a strange statue stands guard over an opening. Move close to this guardian to awaken the sleeping giant, Won-Qu, as it introduces itself, has been set to protect the Emperor’s Tomb from any intruder—even fellow Endless. Make sure your party is at full health before engaging Won-Qu.

**MISSION TIP**

Before engaging Won-Qu, move to the east side of the pyramid to find another staircase. Descend it to discover a chest. If you did not collect this treasure with Fou-Lu earlier, you will find Ambrosia.

**BATTLE WITH WON-QU**

**Enemy - Won-Qu**

- **HP:** 52,000
- **AP:** 1,000
- **Power:** 195
- **Defense:** 100
- **Agility:** 90
- **Wisdom:** 40
- **Exp:** 30,000
- **Zenny:** 0

Special: Frost Breath, Sleep, Stone Pillar, Sanctuary, Blizzard

Won-Qu is a truly fearsome opponent, one of the most difficult bosses yet. Unless you exploit Won-Qu’s vulnerability to fire, you’ll lose this battle.

**MISSION TIP**

Leave the Tomb area and camp after your battle with Won-Qu. You probably used a tremendous number of AP battling the guardian, and you’ll need all of your strength within the Emperor’s Tomb.

**Inside Tomb**

Note: Map continued on next page
Descend into the opening at the top of the Emperor's Tomb. A winding staircase takes the party to a lower level within the Tomb complex. At the end of the staircase is an enormous chamber dominated by a huge circular walkway. Follow this walkway as it spirals downward, ending near a tan block. Approach this block to descend even deeper.

**New Encounters**

**Enemy - DeathBot**
- HP: 3,000
- AP: 300
- Power: 160
- Defense: 100
- Agility: 100
- Wisdom: 45
- Exp: 1,800
- Zenny: 550

Special: Protect, Might, Barrier, SpiritBlast

The Deathbot lives up to its name. Hammer it early with Oracle and direct physical assault. Try to eliminate Deathbots early—due to Protect, they get harder to kill as the turns drag by. Once you have the Electrifier weapon for Ursula, use it to great effect against the Deathbots.

**Enemy - Guardians**
- HP: 2,500
- AP: 50
- Power: 165
- Defense: 100
- Agility: 80
- Wisdom: 10
- Exp: 1,600
- Zenny: 450

Special: Double Blow, Triple Blow

Guardians are difficult—until you know how to handle them. Their tough exoskeleton protects them from most direct physical damage, but they're particularly vulnerable to water-based attacks. Hammer them with Jolt or Blizzard to inflict tremendous damage. **Blows**: Double Blow and Triple Blow can be absolutely deadly. Guardians almost always fire first a single shot, then a double, and finally a triple. Eliminate them early.

**Enemy - Berserker**
- HP: 1,500
- AP: 100
- Power: 160
- Defense: 90
- Agility: 1
- Wisdom: 50
- Exp: 1,000
- Zenny: 200

Special: Jolt

Berserkers are best eliminated with direct physical attacks. Cray and Scis are perfect for this purpose. If you do use magic, concentrate on fire-based attacks.

**Enemy - MorphGoos**
- HP: 2,000
- AP: 80
- Power: 160
- Defense: 85
- Agility: 60
- Wisdom: 20
- Exp: 1,000
- Zenny: 300

Special: Fire, Red: Burn, Flame Pillar, Special Wind, Green: Eddy, Cyclone, Special Water, Blue: Frost, Ice, Special Earth, Black: Rock, Blast, Plateau

MorphGoos are tricky. Their attacks and vulnerabilities change from turn to turn. A MorphGoos can take one of four forms: the red fire-based form, green wind-based, blue water-based, or black earth-based form.

MorphGoos change too rapidly for you to take any real advantage of their vulnerabilities. Overpower them with your most potent combo attack, supported by direct physical assault.
This doorway leads to a long and claustrophobic hallway, complete with dead-ends and large, rounded intersections. Head northward, passing through one rounded chamber until the hall splits east and west. Take the western path to discover another rounded room. A stone column lowers into the floor as you enter. Continue west through a virtually invisible doorway.

At the lowest level of the Tomb, find a doorway on the north wall. Although there are walkways and doors above you, you can’t access them yet. Progress northward until you come to a raised stone table in the middle of a long hall. Hit X to press down on the tablet, which opens a door directly in front of the party. Head through that door to face your next puzzle.

Inside is an elaborate set of blocks and switches, all surrounding a raised pillar in the center. Standing in front of a switch causes the floor to light up. Push the cube forward by pressing A and push it back by pressing X. Align three blocks of the same color to create a path. There are switches on the south, east, and west sides of the grid.

On the east and west sides of the raised pillar in the center of the grid are small rectangular columns that you can walk out onto. Align a row of like-colored blocks—either all blue or all red—between one of these columns and the central pillar. Once a row of columns has been aligned, it locks and rises, allowing you access to the central pillar. Collect the Bead that sits atop the pillar before going south.

**MISSION TIP**

**Align the remaining three blocks on a north-south axis between the central pillar and a small ledge on the north wall to reach a chest containing an Electrifier, a powerful new weapon for Ursula.**

Return to the lowest portion of the Emperor’s Tomb by heading south through the hallway. When you enter this enormous chamber, the Bead you just collected crumbles, causing one of the blocks on the chamber floor to transform into a makeshift staircase. Now that you can access the lower level of the chamber floor, climb the ladder on the south wall, following the pathways and ladders until you reach a doorway.

Head back to the main chamber where you first entered this level of the Tomb. As you enter the chamber, the Bead you collected crumbles as a large block slides into the floor. A new path winding along the walls is revealed. Follow it to a doorway high atop the chamber wall.

Pass through the glowing green halls you find beyond the high door. Head east to discover a room filled with giant stone blocks and floating cubes. Climb on top of the nearest cube and rise with it as it climbs to the top of the pile of stone blocks. Descend a set of stairs to the west to reach an area of this chamber that was previously inaccessible. Ride the second rising block to a high landing, then exit this chamber via a passage to the north.

**MISSION TIP**

**Within the glowing green halls, a tiny side corridor cuts to the northwest. Follow it to find a virtually invisible doorway set into the north wall. Beyond this doorway is a chamber with a chest containing a double-dose of Nopolin.**
As you enter this final chamber, a series of blocks mysteriously shifts to form a walkway to the north. Cross this makeshift bridge to reach a broad landing. On this landing, find a message written in stone: "Ye who wouldst walk the path, seek ye first the key." As soon as you finish reading this message, a pair of massive dice fall from the ceiling.

I AND II

<table>
<thead>
<tr>
<th>Enemy - I</th>
<th>Enemy - II</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP: 10,000</td>
<td>HP: 10,000</td>
</tr>
<tr>
<td>Agility: 999</td>
<td>Agility: 1</td>
</tr>
<tr>
<td>AP: 1,000</td>
<td>AP: 1,000</td>
</tr>
<tr>
<td>Wisdom: 50</td>
<td>Wisdom: 10</td>
</tr>
<tr>
<td>Power: 2,000</td>
<td>Power: 220</td>
</tr>
<tr>
<td>Exp: 25,000</td>
<td>Exp: 25,000</td>
</tr>
<tr>
<td>Defense: 85</td>
<td>Defense: 90</td>
</tr>
<tr>
<td>Zenny: 0</td>
<td>Zenny: 0</td>
</tr>
</tbody>
</table>

Your battle with the mysterious I and II is nothing less than a war of attrition. You face a variety of extremely effective special attacks, most of which affect your entire party. Much of the battle is spent healing and restoring characters to life.

One of the first special abilities that the cubes use is Stasis. This special attack does no damage but prevents any character from using Combo attacks for the next three turns. Use a combo the very first round—you may get the shot in before Stasis kicks in.

Another particularly devastating attack is Revolution. This bizarre attack type heals one of your characters, damages another, and virtually kills the third, leaving him or her with only one HP. Revolution is almost always followed by a group-effect attack by the other cube. The result is often a dead character or two. Keep plenty of Angelish handy, or have Nina or Scias Raise Dead.

Each block has its own vulnerabilities. Cube I is virtually immune to ranged attacks. Even with melee weapons, it is extremely hard to hit. However, I is very susceptible to magical attacks. Nails it with your most powerful spells, including Fireblast, Hymn of the Phoenix, and Oracle.

Cube II is effectively immune to all but your most potent combos. Even Gigaflame causes only moderate to light damage. Instead, relentlessly hammer Cube II with direct physical attacks from Cray, Ershin, and Scias. By exploiting the vulnerabilities of each cube, you should be victorious within 7 to 10 combat turns.

Once you have defeated the two cubes, a recently defeated adversary appears before you—Won-Qu, guardian of the Tomb of the Emperor God Fou-Lu. Recognizing that you are indeed the one his master has been searching for, Won-Qu gives you a special gem that allows you to progress through the tomb. Return to the main chamber one last time. As you walk inside, the gem crumbles silently, and a doorway high atop the chamber opens. Head to the elevator block in the center of the room to reach this newly revealed doorway.

**CHAPTER III: STREAMS**

**Mukto (82)**

You arise between a pair of ancient obelisks. The path to Astana lies to the west. However, treasures both bizarre and wonderful await you to the east. Head behind the obelisks to find a jump point to a nearby cliff face. Hop over, making your way north to a hard-to-see passage into the cliff face. It's shrouded in shadow much darker than the surrounding cliff ledge.

**New Encounters**

Although you have met Cyclops before with Emperor Fou-Lu, this is the first time that Ryu, Nina, and the rest of the party have ever faced these beasts.

<table>
<thead>
<tr>
<th>Enemy - Cyclops</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP: 10,000</td>
</tr>
<tr>
<td>Agility: 75</td>
</tr>
<tr>
<td>AP: 100</td>
</tr>
<tr>
<td>Wisdom: 5</td>
</tr>
<tr>
<td>Power: 230</td>
</tr>
<tr>
<td>Exp: 5,500</td>
</tr>
<tr>
<td>Defense: 80</td>
</tr>
<tr>
<td>Zenny: 200</td>
</tr>
<tr>
<td>Special: Risky Blow, Blitz, SpiritBlast</td>
</tr>
</tbody>
</table>

Cyclops can be an absolute nightmare in combat. With 10,000 HP, they can withstand a tremendous amount of punishment. Further, they have no particular vulnerabilities and can dish out devastating injury to your party. There is no trick to defeating them—they have at least five hits with each attack that is a strict war of attrition.

Do enough damage to a Cyclops, and its giant stone club shatters, reducing the amount of damage it can inflict. However, the stumpy club is ideal for counterattacks, allowing the Cyclops to nail your party as many as four times per combat turn. Each blow can inflict up to 800 points of damage! Rotate your party members, allowing damaged characters to rest and regroup.

Enter a tightly winding cavern that goes east. Although the passage ends abruptly, with no apparent reward, there is a small crack in the cavern’s south wall. Have Ershin give it a head butt to reveal a secret doorway hidden in the rubble. Climb down the stairs you find on the other side and head east to another doorway.

This secret area is a gold mine of treasures and items. Collect Swallow Eyes, Wisdom Seeds, and Dynamite as you work back through the caverns. Climb a series of outcroppings to a ledge within the cavern, then go west. You finally come to the Crypt of Fou-Lu. At the base of an obelisk marking the place of his summoning is a chest containing a Dragon Seed. Make your way back through these secret caverns and down the road to Astana.
**Kwanso (83)**

The gate to Kwanso are closed. Every hour, more refugees from the outlying area flood into the city. Rumors abound of the destruction of the capital city by some horrific monster. The gate guards are under orders to allow no more citizens to enter. Instead, head to the hills south of Kwanso, where the flood of refugees originates.

**Foothills (84)**

The route to the capital city is a long, meandering road. This relatively straightforward area is flavored with frequent attacks by NutTroops, Bolt Trps and the new BoltMage. Wind your way down the foothills, collecting the Taser and Barrier Ring tucked into the surrounding terrain.

**New Encounters**

<table>
<thead>
<tr>
<th>Enemy - BoltMage</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP: 200</td>
</tr>
<tr>
<td>AG: 120</td>
</tr>
<tr>
<td>WS: 50</td>
</tr>
<tr>
<td>Pow: 125</td>
</tr>
<tr>
<td>Exp: 900</td>
</tr>
<tr>
<td>Def: 80</td>
</tr>
<tr>
<td>Zenny: 250</td>
</tr>
</tbody>
</table>

Attacks: Cyclone, Ice Blast, Typhoon, Blizzard, Silence

BoltMages can incur serious damage to the entire party. These tiny sorcerers begin their attack with Silence to prevent your party from using their best spells. They follow this with either Typhoon or Cyclone to weaken your entire combat ranks.

BoltMages are typically encountered in a mixed group of other Bolt and Nut units. Hammer them all with potent area-effect spells such as Cyclone, Rock Blast, or Fireblast.

**Ocean Spot 3 (85)**

On your way down the south road from the foothills, explore any encounter indicators you find. About halfway between the foothills and the highway is a small patch of desert with a sign giving directions to a local fishing spot—compliments of your old friend, Gyosil.

Cut to the west to find this seaside fishing spot. The waters are brimming with Flying Fish near the surface, and Sea Bass and Bonito near the bottom. Cast off a rocky outcropping to the east, using your best deep-diving lures. The Bonito replenishes all HP.

**Highway (86)**

With the capital all but lost, the Imperial Army has established a massive set of fortifications on the road heading south. Pass through the rows of log barricades and battle-hardened soldiers to reach the southernmost point of the fortifications. Leading with Captain Ursula, talk with the Imperial Commander.

Captain Ursula is told that her commanding officer, General Rhun, has fallen back to the city of Astana. With the party in tow, send Ursula north, away from the fortifications and toward the city of Astana.

**Astana (26)**

 Refugees have flooded this city as well, setting the entire settlement on edge. Head to the command post at the southeastern side of the city. Leading with Ursula, speak with the guards—they immediately let you pass. Descend into a small chamber with a door on the north wall and a second staircase going deeper into the complex.

**Mission Tip**

The doorway leads to the internal mechanisms of the mystic Carronade. Explore this area to discover the sacrificial altar and Carronade control room.
You find injured guards sprawled out across the floor of the hallways, mumbling incoherently about monsters. Head north until you reach a conscious soldier. He tells you that wave after wave of vile creatures have been overrunning Imperial Headquarters. General Rhun has taken a large contingent of men and gone to look for the source of this infestation. Use the lift behind the soldier to reach the underhalls that the General charged into.

**New Encounters**

 Moments after entering the Imperial Army Headquarters, the party is ambushed by a large group of Zombies, Cadavers, ZombieDr, and the never-before-seen Warlok.

**Enemy - Warlok**

- HP: 5,500
- AP: 100
- Power: 190
- Defense: 90
- Agil: 110
- Wisdom: 150
- Exp: 2,800
- Zenny: 650

Special: Dark Breath, Death

This battle is actually quite simple. Neither the Warlok nor any of its minions are particularly resistant to magic. Hammer them from the very first with your most powerful combos--Gigalate or Magnum Blast. This weakens the entire enemy party. Finally, direct an Oracle attack against the Warlok. Due to Oracle’s extra damage to Demons, you should inflict a minimum of 2,000 points of damage per turn.

The Warlok and its lackeys spend all of their energy healing damage and virtually forge any attacks. Continue to punish the living dead until each has returned to the grave.

Continue to explore the Headquarters building. Go to the throne that sits on a dais on the northwest side of the room. From here cut to the north, heading down the long hallways.

**NOTE:** If you wish, you can explore the underhalls of Astana Base by heading to the south side of the throne. However, nothing is different from the last time you were here.

**MISSION TIP**

Near the stairs leading up to the Headquarters, walk atop a small wall to a ladder on the side of the building. On the top of the Headquarters is a chest containing three Swallow Eyes.

You find injured guards sprawled out across the floor of the hallways, mumbling incoherently about monsters. Head north until you reach a conscious soldier. He tells you that wave after wave of vile creatures have been overrunning Imperial Headquarters. General Rhun has taken a large contingent of men and gone to look for the source of this infestation. Use the lift behind the soldier to reach the underhalls that the General charged into.
Battle your way back to the vat chamber. The situation here has also become much more deadly. Where before you faced Krabbies and Toxic Flies, you now battle SaltClaws and Gold Flies. Combating evil at almost every step, make your way to the far end of the vats, and return to the organ chamber.

Equip Ryu with the Dragonslayer and slice through the spongy red vein that blocks your path. Climb from rib to rib, organ to organ, until you reach a pale white column that looks vaguely like a spine. Use this column to climb out of the organ chamber and into a new room high above. Progress from this room to a staircase on the far side of the chamber.

Your party's long search for Elena is nearly at an end. Climb the stairs to learn her gruesome fate. After Cray has completed his dire task, use the porch of the building to walk to the rear of the structure. Here you find a new dress for Nina. The dress is a significant source of protection. Leave Astana behind forever, and head south for the final leg of your journey.
After the tragic loss of Elena, the party heads slowly southward. Walk toward the capital until you reach the Imperial Army fortifications along the highway. This time the barricades are virtually empty. All but two guards have gone with General Rhun to retake the capital. Follow Rhun’s example and head west to Chedo.

**Mission Tip**

If you haven’t already done so, transfer Concentrate to Nina. She needs to use both Concentrate and Oracle to defeat the potent demon monsters within the palace. If you haven’t learned Concentrate, return to the distant city of Chick and have the Abbess teach it to you. It is vital to your success!

**NOTE:** A quick trip to Sonne nets you a few rewards, including an upgrade of your “treasure” and a Ring of Clay hidden in the woods near the village.

**Chedo (72)**

The capital of Chedo is in shambles, with only a few refugees, imperial guards, and foolhardy merchants remaining outside the city gates.

Purchase weapons and equipment at the local shops before going in. The Weapon Shop is especially well stocked. As funds allow, purchase a Barbarossa for Ryu, a Cudgel for Cray, a Mortar for Ursula, and Mist Armor for anyone who can wear it. These items are extremely expensive, so sell old equipment and trade as best you can to afford these upgrades.

**New Encounters**

**Enemy - Lamplin**

HP: 3,300
AP: 100
Power: 220
Defense: 100
Special: Giant Growth, Palliate

Lamplin begins every combat mute, unable to use any of their special abilities. They remain this way until someone uses a water-based attack against them. This attack powers a Lamplin up, increasing its overall hit points and allowing it access to Palliate, a most potent ability. So, forget elemental attacks, and dish out a tremendous helping of Sword, Cudgel, and Mortar.

When you’re finished with your shopping and talked with everyone in the courtyard, head west through the main gates of the city. The interior of Chedo is littered with rubble, virtually preventing you from progressing. Luckily, there is still a route to the south, through the battered shell of a building. Go through that building and ascend the stairs beyond it.

Walking along the flat roofs, head east, hopping across any gaps. Along the city wall stands a battered and bruised imperial trooper. Walk along the city wall, cutting to the north, then down a staircase beyond. Continue to the west, walking beneath a crumbling walkway until you come to the base of a staircase. Climb up the stairs and enter the large, multistory building before you.

Once inside the building, head west to the end of the corridor. This leads to a small outside breezeway. Follow the breezeway to the east, ascending a set of stairs to the second story. Now look for a doorway on the north wall—it can be difficult to see. When you’ve found the door and reentered the building, head east to a huge set of stairs inside.

Climb down the steps and enter a long corridor leading south. The corridor ends in another set of stairs. Once inside this new chamber, turn west to find a doorway leading outside. You have finally traversed the shattered center of Chedo and come out on the other side. Cut to the north and pass through a gate leading to the inner city.
The inner city is dominated by a cobblestone road and long set of stairs heading north. Before ascending the steps, make sure your entire party is completely healed from their numerous battles with Scavengers and Shadows. Use any water resistant wands or rings you have. When all preparations have been made, ascend the long series of steps to meet the creature that has laid waste to the capital of the Empire.

**MISSION TIP**
Explore the side streets to discover a chest containing a set of Ivory Dice.

**BATTLE WITH A-Tur**

<table>
<thead>
<tr>
<th>Enemy: A-Tur</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP: 43,000</td>
</tr>
<tr>
<td>AP: 1,000</td>
</tr>
<tr>
<td>Power: 260</td>
</tr>
<tr>
<td>Defense: 125</td>
</tr>
<tr>
<td>Agility: 105</td>
</tr>
<tr>
<td>Wisdom: 100</td>
</tr>
<tr>
<td>Exp: 50,000</td>
</tr>
<tr>
<td>Zenny: 0</td>
</tr>
</tbody>
</table>

Special: Frost Breath, Howling, Resist, Sanctuary, Magma Blast

This battle is the most difficult yet—due primarily to A-Tur’s powerful breath weapons. Frost Breath can inflict up to 800 points of damage to every member in your combat ranks. Further, any direct physical attack done by A-Tur can inflict up to 1,200 points of damage!

Immediately have Ryu take the form of the Wyr Dragon—you need its Hwarch fire magic. Hammer A-Tur with your most powerful combos such as Magma Blast and Gigallare, ending every attack with Ryu’s Hwarch ability. Don’t hold anything back—use your AP points like they are going out of style!

Finally, with the exception of Ryu, rotate your characters through the combat rank. A-Tur can inflict a ridiculous amount of damage in a single turn, so heal often, and give your injured characters a chance to rest. If you battle A-Tur intelligently, healing the injured and hammering A-Tur with a relentless barrage of punishing combos, the guardian of the Imperial Palace will eventually fall.

After defeating A-Tur, the party rushes to the side of General Rhun. He is gravely wounded and implores the party to continue to the Imperial Palace and stop the forces that are tearing the world apart. With one last gasping message for Ursula, the general slumps against the palace gates. With Ryu in the lead, head to the palace to complete your long journey.

**MISSION TIP**
After the hard-fought battle with A-Tur, as well as wave after wave of Scavenger and Shadow, take a moment to rest. When you switch to the world map before heading to the Imperial Palace, set up camp to replenish your strength and save the game.

The Imperial Palace, far from being a foreboding den of evil, is magnificently beautiful, with glistening rivers and well-kept gardens at every turn. Cross the arching bridge to the west and pass through the main gates to continue.

**MISSION TIP**
At the western end of the covered bridge is a well-hidden path leading north. Stumble blindly until you find it, then follow the path as it leads down to the riverbank, and eventually to a chest containing a Healing Ring.

Here you find an enormous chamber dominated by a massive glowing crystal. Approach the crystal to initiate an encounter with the recently defeated guardian A-Tur. He apologizes for his earlier behavior and offers to transport his master’s other half as well as the rest of the party to the inner castle within the Imperial Palace.

**Floor 5**

- A. Start
- B. Door sealed with Blue Ward
- C. Castle Key

**NOTE:** The Imperial Palace is by far the most vast and spacious structure you have ever encountered. The walkthrough described here is the most direct route to Fau-Lu. However, many powerful weapons and valuable treasures await those brave enough to explore.
The center of this massive chamber holds a series of interlocking wooden planks, set together with stout poles. Walk along the perimeter of the chamber, cutting east onto the wooden planks when given the chance. Move to the room's center and turn north to reach a far landing. Head to the northeast corner of the room to find a doorway that exits this chamber.

**MISSION TIP**

Conserve your AP when defeating the random monsters. You need all of your strength for the challenges deeper within the palace.

**Enemy - Kolpum**

| HP: 3,800 | Agility: 95 |
| AP: 110 | Wisdom: 58 |
| Power: 220 | Exp: 2,000 |
| Defense: 100 | Zenny: 450 |
| Special: Double Blow, Flame Strike, Wind Strike, Frost Strike, Searing Sand, Holy Strike |

Kolpums are tough, have a high HP, and do up to 550 damage in a single strike! These agile creatures also have a high chance of counterattack when struck. What's worse, when you use an elemental or holy attack against them, the Kolpum absorbs the power and can turn that element back at you that same turn. Nurt these powerful warriors with blows from your best lightest, preferably Crys, Ryu, and Sias. Avoid elemental attacks unless they are sure to be a killing blow. Any elemental attack that doesn't destroy a Kolpum only makes it stronger.

You can learn all the Kolpum's special attacks.

**Enemy - Chingol**

| HP: 4,000 | Agility: 16 |
| AP: 86 | Wisdom: 8 |
| Power: 215 | Exp: 2,500 |
| Defense: 100 | Zenny: 380 |
| Special: Shadowwalk, Speed |

Chingols are similar to Kolpum, except they can't absorb elemental magic. Chingols deal out direct physical damage to devastating effect. Be especially wary of their powerful Shadowwalk special ability. A Chingol can kill a weaker character, such as Nina or Ursula, in a single strike.

**Enemy - StarGazr**

| HP: 5,500 | Agility: 75 |
| AP: 30 | Wisdom: 200 |
| Power: 190 | Exp: 2,200 |
| Defense: 85 | Zenny: 800 |
| Special: Concentrate, Recall, Chakra |

Eliminate StarGazrs before other enemies. Their devastating Recall ability does tremendous amounts of wind damage to your entire combat ranks. If StarGazrs implement Concentrate before casting Recall, the effects of the wind spell are even more deadly. Hammer StarGazrs with a combination of direct physical assault and directed spells such as Oracle or Chip. StarGazrs often appear with Kolpum, who can absorb the power of area-effect elemental attacks. Although StarGazrs cause terrible injury, they aren't too good at taking it. Hammer them for a turn or two to finish them off.

---

**Floor 4**

**A. Magic Shards - 5**
**B. Ice - 2**
**C. Hunting Cap**
**D. Vitamins**
**E. Worm Dice**
**F. Dragon Helm**

This center of this massive chamber holds a series of interlocking wooden planks, set together with stout poles. Walk along the perimeter of the chamber, cutting east onto the wooden planks when given the chance. Move to the room's center and turn north to reach a far landing. Head to the northeast corner of the room to find a doorway that exits this chamber.
You enter an elongated room with a pit running through the center. Move to the west, passing through another doorway, and continue until you enter a long hall leading south. Follow this passage all the way to its end, passing a staircase. You find a doorway on the southernmost end of this long corridor. Now head east, hopping across another open pit when your progress is impeded. Go to the end of the room to find a staircase leading to Floor 3.

**MISSION TIP**

**Before heading down the staircase, continue east into a storeroom.**

This room is filled with useful items including Vitamins, a pair of tongs, and a Hunting Cup. Through a second doorway in the storeroom, go back to the main chamber of the fourth floor. Here you find a chest with five Magic Shards.

---

**Floor 3**

*Preferred Path*

*Connected Rooms*

---

This new chamber is filled with doorways and staircases, leading both up and down. To continue on the direct route, take the northwestern staircase leading down to reach a small landing. A doorway on the north wall grants you access to the main chamber of Floor 3. Move along the catwalk as it winds east and north, following the perimeter of the main chamber. Finally, enter a doorway you find on the north wall.

---

**New Encounters**

**Enemy - Shade**

<table>
<thead>
<tr>
<th>HP: 999</th>
<th>Agility: 110</th>
</tr>
</thead>
<tbody>
<tr>
<td>AP: 45</td>
<td>Wisdom: 250</td>
</tr>
<tr>
<td>Power: 180</td>
<td>Exp: 450</td>
</tr>
<tr>
<td>Defense: 90</td>
<td>Zenny: 20</td>
</tr>
</tbody>
</table>

Special: Swordbreaker, Snap, Molasses, Confuse

Shades possess an impressive array of special abilities for such little creatures. However, their extreme vulnerability to both ranged and wind attacks means Shades rarely use them.

Nail these demon butts first with Ursula's Mortar—anything she hits, she destroys. Follow that up with Ershin's rocket punch. Finally, have Nina clean up with a simple Cyclone.

This next room is lined with long rows of incense burners and tall pillars. Head east through the corridor until you find a doorway in the north wall. Now enter another long corridor; this one switchbacking to the west. Follow the corridor and adjoining chambers as they meander west and then south. Continue south until you run into the staircase leading down to Floor 2.
This level of the palace is ornately decorated. Make your way south along a series of raised walkways. You come to jet-black double doors set into the east wall. Pass through them to reach the main chamber of the second floor.

**MISSION TIP**

Before crossing the main chamber of Floor 2, find a door along the west wall that grants you access to a different portion of the room you just left. Follow the staircase down to ground level, and cut under a raised walkway to find a chest tucked in the corner. This chest contains a Fire Ward.

**New Encounters**

**Enemy - Orochi**

- HP: 3,500
- AP: 480
- Power: 160
- Defense: 120
- Agility: 50
- Wisdom: 500
- Exp: 2,500
- Zenny: 380
- Special: None, until powered up.

Orochi can be difficult if you approach them wrong. These fearsome demons power up after they are first attacked, bringing to bear their full force the following turn. In its more powerful form, an Orochi is resistant to virtually all attack forms and deals a staggering 3,000 points of damage every turn. Worse, it can inflict up to 1,500 points of damage in a single bite. Instead of engaging an Orochi, spend the first turn using abilities such as Focus, Concentrate, and Shield. When you have fully prepared yourself, unleash your upgraded abilities and use Oracle to defeat this powerful enemy within a single turn.

**Enemy - Horseman**

- HP: 6,000
- AP: 500
- Power: 250
- Defense: 110
- Agility: 100
- Wisdom: 20
- Exp: 3,500
- Zenny: 400
- Special: Triple Blow, Death, Inferno

Horsemen are deadly opponents. Their very first turn, they often cast their most lethal special ability: Death. They follow up this devastating attack with either Triple Blow or Inferno, both equally dangerous. Worse, the longer you combat these vicious warriors, the stronger their magic becomes. Finally, they can deal more than 1,600 points of damage per turn!

Spend your first turn upgrading your abilities, using Focus and Concentrate. The following turn, hammer the Horseman with Oracle, followed up by attacks from your most potent fighters.

**MISSION TIP**

Before leaving this floor, go to the northeastern corner of the main chamber. A doorway leads to an enormous library. Pile this library for useful items including a Taser, a Water Ward, and a pair of Multi-Vitamins.

**Floor 1**

Immediately head north, ignoring the door at the base of the steps. You pass into a large tailoring room, with bolts of cloth hanging in long rows. Pile what you can from this chamber, including a set of Burgler Garb, and go through a door in the east wall.
The first floor of the Imperial Palace is just crawling with Goos: Mage Goos, Blue Goos, even Black Goos. And presiding over them all is the powerful Goo King.

**NEW ENCOUNTERS**

The central chamber of the first floor of the Imperial Palace. Make sure every member of your party is at full health. Consider giving Ryu and Nina Wisdom Seeds, Wisdom Fruit, or any fish that replenish AP. These two characters are vital for the coming challenge. When all preparations have been made, head east toward the gazebo in the chamber's center. It's time to wake a sleeping dragon.

**GOOS**

**Enemy - Goo King**
- HP: 15,000
- Agility: 200
- AP: 200
- Wisdom: 100
- Power: 200
- Defense: 115
- Zenny: 1,000
- Special: Firewind, Jolt, Storm, Eruption, Gigallare, Thunderstorm, Ragnarok, Giant Growth

**Enemy - Goo Nurse**
- HP: 1,200
- Agility: 150
- AP: 200
- Wisdom: 200
- Power: 200
- Defense: 90
- Zenny: 250
- Special: Vitalize

**Enemy - Baby Goo**
- HP: 2,800
- Agility: 70
- AP: 50
- Wisdom: 999
- Power: 195
- Exp: 1,700
- Defense: 110
- Zenny: 500
- Special: Burn, Timed Blow

"The two lesser Goos are barely worth your concern, but the Goo monarch can cause some serious damage. At 15,000 HP, the Goo King can take as much as he dished out. Hammer the sovereign with your best combo attacks. Have Nina concentrate for a turn, then nail the Goo King with Oracle. Often, seeing Nina focus her mind is enough to scare the Goo King away. As for Baby and Goo Nurse, a swift strike with a Citadel or Sword reduces them to a puddle in nothing flat."

The Dragonne leaves behind the Blue Charm. This charm can be difficult to see, so rotate the view until you can find and retrieve it. Once you have the charm in hand, head east to the elevator shaft that runs up through the entire palace. You find a pair of cars ready to take you wherever you want. Hop aboard the southernmost car and ride it down to the first basement level.

**MISSION TIP**

Through the doorway in the northeast corner of the main chamber is a diary where you can rest and save. Do so to replenish your strength for the final push to meet Fou-Lu.

The Dragonne leaves the Blue Charm. This charm can be difficult to see, so rotate the view until you can find and retrieve it. Once you have the charm in hand, head east to the elevator shaft that runs up through the entire palace. You find a pair of cars ready to take you wherever you want. Hop aboard the southernmost car and ride it down to the first basement level.

**MISSION TIP**

You can also use the lift to return to the fifth floor of the Imperial Palace. With the Blue Charm in hand, you can now open the sealed door near the night watch room. Beyond the sealed door is Defender Armor for Ershin and a Dragon Helm for Ryu.
Stairs descend westward. Head down to a landing to the south, at the base of the lowest set of stairs. Wind south and east to a large wooden pole spanning two landings.

This pole is attached to machinery that appears to raise or lower it at the flip of the switch. The switch that activates the mechanism is visible to the immediate north as you cross the pole. Continue eastward until you reach a staircase descending into the next basement level.

**New Encounters**

**Enemy - Geeks**

- HP: 4,500
- Agility: 110
- AP: 120
- Wisdom: 500
- Power: 250
- Exp: 5,800
- Defense: 120
- Zenny: 20
- Special: Feint, Shield, Cleave, Triple Blow, Vitalize

Geeks get harder to beat as time passes, primarily because of their frequent early use of Shield. It makes them both harder to hit and more resistant to damage.

Ranged fire is ineffective. Concentrate more on direct physical assault. Oracle and Clip are also useful. Geeks spend the first few turns using Shield and healing damage.

**Enemy - Quisit**

- HP: 700
- Agility: 100
- AP: 160
- Wisdom: 250
- Power: 230
- Exp: 1,200
- Defense: 120
- Zenny: 90
- Special: Gloom, Syphon, Confuse

Nail Quisits with Typhoon. Simoon, or other wind-based area-effect attacks. Direct attack is much less useful because you can barely hit these agile creatures.

**Enemy - Behl**

- HP: 5,000
- Agility: 50
- AP: 150
- Wisdom: 5
- Power: 250
- Exp: 3,000
- Defense: 150
- Zenny: 380
- Special: Kyrie, Death, Blizzard

Behl can kill your entire combat rank in a single turn. Although they rarely succeed with this area-effect Death attack, prepare for it nonetheless.

In the first combat round, have Nina begin Concentrating. Your party typically either takes significant damage from direct physical assault or lighter damage from Blizzard. When the next combat turn comes, hammer at the Behl with an Oracle strike. Typically, only one shot of Nina’s powerful Oracle ability feels this demon.
Go west from the staircase, following the perimeter of the chamber until you reach its northern side. Climb down the steps there, descending to a slightly lower level. Head west again until you reach a doorway. Pass through the portal to discover the Red Charm, floating in the middle of the room. Collect it, then exit the tiny room via a doorway to the east and return to the main chamber of Basement Level 3.

**MISSION TIP**

You may need to change perspectives as you traverse the stone walkways. The passages that lead from one side to the other are especially difficult to see until you change views.

**MISSION TIP**

Investigate the northern end of the lower tier to find a chest containing a triple dose of Aurum.
Your final destination is the elevator in the center of the room. Use the Red Charm to gain access to the warded elevator. Once the magic of the charm has cleared your path, pile into the elevator and descend into the heart of the inner palace.

**Inner Palace**

The elevator settles into the center of a circular stone walkway. Go east, descending a long flight of stairs. When you reach the base of the staircase, move west down a long corridor to find more stairs. Go down these as well, battling the occasional Titan as you go.

**Mission Tip**

Before you head down the flight of stairs, look around a bit. To the north is a triple dose of SuperVitamin. To the south are three Wisdom Fruits in an abandoned storeroom.

**New Encounters**

**Enemy - Titan**

| HP: 12,000 | Agility: 100 |
| AP: 100    | Wisdom: 50  |
| Power: 520  | Exp: 9,000   |
| Defense: 120|             |
| Zenny: 1,000|             |

Special: Knock Out, Lightning, Jolt, SpiritBlast

Titans are more trouble than they are worth. Although you can defeat these behemoths, your party will be badly bloodied. Escape the combat scenario involving Titans.

However, if you are hell-bent on battling these goliaths, hammer them with potent combos. Gigalfrate, Nargu Blast and other top-tier attacks are all that seriously affect a Titan. Avoid high hit, low-damage combos such as Tiger Fist or Faerie Bomb. Go for knockout punchers, pounding a Titan relentlessly with the best blows Gray, Seis, and Ryu can dish out.

Titans can inflict up to 1,400 points of damage in a single blow. Keep your weakened characters in the rear ranks until they have a chance to heal. Titans tend to hammer the same weakened opponent relentlessly until he or she falls.

Titans also possess a potent array of special abilities, the most deadly of which is SpiritBlast. It inflicts a minimum of 800 HPs worth of damage with almost every use.

When you finally reach the bottom of the second set of stairs, head east, moving up an incredibly long hallway. Eventually you reach another set of stairs. Descend these too. Finally, after all those steps, you arrive at the inner garden of the Imperial Palace.

The garden is a beautiful, quiet place of gentle ponds and small wooden bridges. After quickly collecting any treasures, head east through the main gates of the Emperor's Throne Room.

Within the Throne Room, Fou-Lu lays waste to every member of the party but Ryu. In an instant, the young dragon stands alone against the might of the emperor god. When you have regained control of Ryu, approach Fou-Lu's throne. After a short but pointed conversation, Fou-Lu vanishes, telling Ryu to "meet him where this all began."
After a few moments, the remaining members of the party regain consciousness and join Ryu beside the dais. Gather your strength, and go behind the throne to find a secret passage. The passage leads to a huge room containing one final mystic lift. Hop onboard the cube that hovers within the room and allow it to transport you to a mountaintop overlooking the palace.

**MISSION TIP**

Get the following items before attempting to battle Fou-Lu:

- 5 Moon Tears
- 5 Vitamins
- 1 Ambrosia
- 6 AngelFish

**MISSION TIP**

Most of these items may be purchased in the Iacrie Village, and many are scattered through the Imperial Palace. Although you can defeat Fou-Lu without these items, it will be extremely difficult.

Head up the hill to where the emperor god awaits. After a brief discussion with Ryu, two halves of the same god battle each other over the destiny of a world.

After the starter battle, Fou-Lu once again tries to convince Ryu of the folly of mankind. Sharing his thoughts, Fou-Lu shows Ryu the endless suffering and utter futility of mortals. You are given several chances to either agree or disagree with Fou-Lu—it really doesn’t matter which. The dialogue continues just the same. At the end of the conversation, you are given a choice: to join Fou-Lu or stand against him.

**Joining Fo-Lu**

As Ryu agrees with Fou-Lu’s view of the world and the Endless’s place in it, a startling transformation takes place. With a cry of animal pain, Ryu is reabsorbed into the body of Fou-Lu—the two halves are now whole once again. Unfortunately for your former allies, the recombined god is less than happy with humanity. With a faint smile and grim resolve, Fou-Lu battles the remnants of your party.

**BATTING THE PARTY**

This battle is pathetically simple. Even as powerful as each member of your former party has become, they fall like flies before the might of the Vorae Dragon. Hit the party with a single Soul Rend attack. This reduces every party member to a single HP. Now either use your Dark Wave against the bunch, or physically attack one by one. Either way, the battle is over in moments.

---

**Enemy - FireWing**

- **HP**: Invincible
- **AP**: 1,000
- **Power**: 250
- **Defense**: 225
- **Agility**: 1
- **Wisdom**: 125
- **Exp**: 0
- **Zenny**: 0

**Special**: Whiteout

The first time you battle him, Fou-Lu is absolutely invincible. Consider this a stretching exercise. You need to assume any dragon form to properly combat Fou-Lu. Choose the Aural Dragon because it costs the least AP to assume and maintain. Hit Fou-Lu with everything you have. After about five rounds of combat, Fou-Lu hammers Ryu with the Whiteout ability, shattering his dragon form and ending the battle.
Fighting Fo-Lu

With the last hope of humanity lying defeated at the Yorae Dragon’s feet, the godlike fusion of Fou-Lu and Ryu makes his way into a world he soon intends to end.

Once you have defeated Fou-Lu’s Tyrant Dragon, he has another surprise for you—an even more potent Astral Dragon that is just looking for some fresh meat!

Enemy - Tyrant Dragon

HP: 60,000  Wisdom: 200
AP: 100  Element: Varies
Power: 350  Exp: 0
Defense: 140  Zenny: 0
Agility: 120

Special: Dark Wave, Malefication, Sanctuary, Patoh, Pah, Pa Bing ah, Ahyu Pung

This is without a doubt, the most challenging battle you have ever faced. The Tyrant Dragon leads with its potent Dark Wave attack—a breath weapon that can inflict tremendous damage, often sapping 80 percent of a character’s HP. Malefication poisons your entire combat rank. Finally, the Tyrant Dragon can employ devastating physical attacks, often inflicting 1,400 points of damage.

Immediately transform Ryu into his most powerful dragon form—the Kaiser Dragon. The elemental aspect of the Tyrant Dragon shifts constantly. You need the flexibility of the Kaiser Dragon’s fire, earth, and wind attacks. Hammer the Tyrant with elemental attacks from Ryu and a series of your very best combos from the rest of the party. Always keep Ryu attack last. His powerful spells often gain strength from these that came before.

The most challenging portion of this battle is keeping your AP up while keeping the whole party alive. Use Moon Drops to heal the entire party when they have taken significant damage and feed Ryu Wisdom Fruit to allow him to maintain the expensive Kaiser Dragon form. Continue to rotate the party members as they take damage. When using Wisdom Fruit or a Moon Drop, as much as possible, allow Ursula to be the one to administer them. There is a great chance that she will receive a replacement of the item she just used. Keep your players fresh, battle intelligently, and victory will eventually be yours.

With Fou-Lu defeated, the pair join, this time with Ryu being the dominant mind. Although Fou-Lu has been subjegated, his spirit lives on in Ryu. With the total power of the Yorae Dragon, Ryu sets off to complete the great changes he was destined to make.
After Scenario 4, The Broken Sword, you can help the faeries build their village. Go to the colony by speaking to the faerie outside your tent in camp.

Speak to this faerie to be taken to their village.

Basics

Your objective is simple: build a fully functional village for the faeries. The path to that objective is a long one through, and it takes quite a bit of management ability and patience. You have to oversee every aspect of the village, from telling the faeries what jobs to do, to making sure that they never go hungry.

The cliché, “Rome wasn’t built in a day,” definitely applies here. It takes a long time to create a thriving town for your tiny winged friends.

Objective

Faerie Colony

Births

You will need plenty of inhabitants to run the village. One faerie is born for every 10 battles you fight. That faerie is only born if the food supplies are more than four times the current number of faeries, so make sure you are always fully stocked with food!

Growth and Culture

The village goes through many stages of growth. While the most obvious forms of growth are buildings and more faeries, arguably the most important and subtle aspect of growing is culture.

Culture refers to many things about the village, and it impacts what jobs are available, what is sold in stores, and what statistic strengths newborn faeries have. Your current culture level is displayed at the top right icon at the top of the management screen.

Begin to raise culture by developing your land. You need the land to build houses on, then you can make businesses out of those houses.

To gain new jobs, you must constantly raise the culture of the village. Refer to the list to see what the different amounts of culture can give you.

Without high culture, not many jobs are open to you.

Culture Levels:

- Culture Level 15: Item Shop
- Culture Level 20: Inn
- Culture Level 25: Weapon Shop
- Culture Level 30: Item Search
- Culture Level 40: Troops
- Culture Level 50: Music
- Culture Level 60: Art
- Culture Level 70: Autumn Trading
- Culture Level 80: Games
- Culture Level 90: Bonds

The village starts off small and, while it never gets truly big, the development is significant by the time you are done.
Assigning Jobs

The faeries don't know what to do without you, and you have to guide their every movement. Start by assigning faeries to hunt and plow. As the village grows, move the faeries to the jobs more suited to them.

Hunting, plowing, and growing food are all considered outdoor jobs, and there is no limit to the number of faeries you can assign to these tasks.

To assign other jobs, you must first have a house available. Choose the house and select the job you want the faeries inside to do. Any faeries inside the house automatically switch over to that profession. You can also assign new faeries to the house.

You can put up to three faeries in a particular house. If you want to have more faeries doing that particular job, assign a second house. However, the only jobs that benefit from more than three faeries are Item and Weapon Shops.

Be sure to assign new jobs every time you visit. This is particularly important when the village is just starting out.

The Notice Board

Whenever you visit the village, take a look at the sign by the entrance. The notices inform you of new births, jobs, and anything else that happens in the village. Be sure to read them all!

Building

You can't have a village without land, and you have to build on that land so the villagers have a place to live. Clear land by assigning faeries to plow. Plowing clears the trees and brush to make building lots. After you clear land, you need to choose to build a house on it. The same faeries that are plowing then move to building houses. Once they finish the house they go back to plowing. Building houses always takes precedence over clearing land.

Houses

All jobs except hunting, plowing, and growing food require a house. To use a house, first assign a job to it in the command window, and then assign faeries to do that job. There is a limit of three faeries per house.

Even houses have statistics, which affect or simply represent the quality of work being done inside that house. You can see the basic utilization of the house by the length of the green bar on the command screen.

Houses also have a hidden statistic based on the number of houses around them. If the house has neighbors, any jobs being performed inside will be finished more quickly, particularly the sale of new items in shops.

Place your houses side-by-side for the utmost effect.
The hunting job is the most important to any village. Without enough faeries hunting for food they would starve and die! The food reserve also affects the chance of a faerie being born, as well as the faerie’s attitude toward you.

Well, what do you know; it is easier with a gun!

Meats can be very potent healing items!

Assigning one-third of your population to hunting is a must!

Ah, the joy of hunting. Perhaps it would be a bit easier with a gun of some sort...

A group of cleared lots

A fully bloomed tree

Before you can grow anything, you must first assign some faeries to the task. Then, you need to apply fertilizer to help the crops grow. When the crop is ripe, use Ershin to knock the seeds from the tree.

Growing Crops

After a while you can get crops (seeds) on the tree in the village. You can gain several types of seeds from the tree, all of which can greatly help you throughout the game. The effect of the seed lasts until you rest, so for those long dungeons they can’t be beat.

<table>
<thead>
<tr>
<th>Animal</th>
<th>Less than 6 seconds</th>
<th>6-12 seconds</th>
<th>12-18 seconds</th>
<th>More than 18 seconds</th>
</tr>
</thead>
<tbody>
<tr>
<td>Boar</td>
<td>Roast</td>
<td>Ribs</td>
<td>Ribs</td>
<td>Ribs</td>
</tr>
<tr>
<td>Bird</td>
<td>Flank</td>
<td>Roast</td>
<td>Ribs</td>
<td>Ribs</td>
</tr>
<tr>
<td>Deer</td>
<td>Flank</td>
<td>Flank</td>
<td>Ribs</td>
<td>Ribs</td>
</tr>
<tr>
<td>Bull</td>
<td>Loins</td>
<td>Loins</td>
<td>Flank</td>
<td>Ribs</td>
</tr>
</tbody>
</table>

Harvest Time

The time it takes to grow the crops varies greatly depending on the type and intelligence of the faeries assigned to the job. If you want to get seeds fast, assign your smartest faeries to growing. It pays off, and besides, not many other tasks require intelligence.

<table>
<thead>
<tr>
<th>Harvest Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combined Intelligence</td>
</tr>
<tr>
<td>1-50</td>
</tr>
<tr>
<td>51-100</td>
</tr>
<tr>
<td>101-200</td>
</tr>
<tr>
<td>201-300</td>
</tr>
<tr>
<td>301 and Higher</td>
</tr>
</tbody>
</table>

The time it takes to grow the crops varies greatly depending on the type and intelligence of the faeries assigned to the job. If you want to get seeds fast, assign your smartest faeries to growing. It pays off, and besides, not many other tasks require intelligence.

Assigning one-third of your population to hunting is a must!

Ah, the joy of hunting. Perhaps it would be a bit easier with a gun of some sort...

Meats can be very potent healing items!

A group of cleared lots

Before you can grow anything, you must first assign some faeries to the task. Then, you need to apply fertilizer to help the crops grow. When the crop is ripe, use Ershin to knock the seeds from the tree.

Growing Crops

After a while you can get crops (seeds) on the tree in the village. You can gain several types of seeds from the tree, all of which can greatly help you throughout the game. The effect of the seed lasts until you rest, so for those long dungeons they can’t be beat.

<table>
<thead>
<tr>
<th>Animal</th>
<th>Less than 6 seconds</th>
<th>6-12 seconds</th>
<th>12-18 seconds</th>
<th>More than 18 seconds</th>
</tr>
</thead>
<tbody>
<tr>
<td>Boar</td>
<td>Roast</td>
<td>Ribs</td>
<td>Ribs</td>
<td>Ribs</td>
</tr>
<tr>
<td>Bird</td>
<td>Flank</td>
<td>Roast</td>
<td>Ribs</td>
<td>Ribs</td>
</tr>
<tr>
<td>Deer</td>
<td>Flank</td>
<td>Flank</td>
<td>Ribs</td>
<td>Ribs</td>
</tr>
<tr>
<td>Bull</td>
<td>Loins</td>
<td>Loins</td>
<td>Flank</td>
<td>Ribs</td>
</tr>
</tbody>
</table>

Harvest Time

The time it takes to grow the crops varies greatly depending on the type and intelligence of the faeries assigned to the job. If you want to get seeds fast, assign your smartest faeries to growing. It pays off, and besides, not many other tasks require intelligence.

<table>
<thead>
<tr>
<th>Harvest Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combined Intelligence</td>
</tr>
<tr>
<td>1-50</td>
</tr>
<tr>
<td>51-100</td>
</tr>
<tr>
<td>101-200</td>
</tr>
<tr>
<td>201-300</td>
</tr>
<tr>
<td>301 and Higher</td>
</tr>
</tbody>
</table>
There are four types of seeds. Which type you get depends on the fertilizer you use. Each seed raises your statistics or abilities in some way.

**Seed Types**

There are four types of seeds. Which type you get depends on the fertilizer you use. Each seed raises your statistics or abilities in some way.

**Elemental Seeds:** The most common type of seed, these raise your resistance to the various elements.

<table>
<thead>
<tr>
<th>Seed</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Earth Seed</td>
<td>Earth resistance +2</td>
</tr>
<tr>
<td>Fire Seed</td>
<td>Fire resistance +2</td>
</tr>
<tr>
<td>Holy Seed</td>
<td>Healing magic strength +1</td>
</tr>
<tr>
<td>Phoenix Seed</td>
<td>Death resistance +2</td>
</tr>
<tr>
<td>Spirit Seed</td>
<td>Mind resistance +2</td>
</tr>
<tr>
<td>Vigor Seed</td>
<td>Status change resistance +2</td>
</tr>
<tr>
<td>Water Seed</td>
<td>Water resistance +2</td>
</tr>
<tr>
<td>Wind Seed</td>
<td>Wind resistance +2</td>
</tr>
</tbody>
</table>

Fire spells do less damage when you have a Fire Seed.

**Fertilizers**
The fertilizers used impact the type and number of seeds. The four primary types of fertilizer are any fish, Bird Drop, ScorchedRice, and Rotten Meat.

All fish have a different number of *Fertilizer Points.* Bird Drops, ScorchedRice, and Rotten Meats each equal one Fertilizer Point, but each has a unique effect that can make the crop far more powerful.

**Statistic Seeds:** These seeds raise your four basic statistics.

<table>
<thead>
<tr>
<th>Parameter Seed</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hard Seed</td>
<td>Defense +10</td>
</tr>
<tr>
<td>Sage Seed</td>
<td>Wisdom +10</td>
</tr>
<tr>
<td>Speed Seed</td>
<td>Agility +10</td>
</tr>
<tr>
<td>Strength Seed</td>
<td>Power +10</td>
</tr>
</tbody>
</table>

Only one Statistic Seed can be in effect at once.

**Parameter Seeds:** These raise your hidden statistics such as accuracy and the ability to dodge.

<table>
<thead>
<tr>
<th>Parameter Seed</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dodge Seed</td>
<td>Dodge +20 percent</td>
</tr>
<tr>
<td>Reflex Seed</td>
<td>Accuracy +15 percent</td>
</tr>
<tr>
<td>Sight Seed</td>
<td>Chance of learning +50 percent</td>
</tr>
<tr>
<td>Strike Seed</td>
<td>Chance of critical hit -10 percent</td>
</tr>
<tr>
<td>Target Seed</td>
<td>Chance of counterattack +20 percent</td>
</tr>
</tbody>
</table>

To determine how many seeds you get, total the number of Fertilizer Points you have used. The maximum number of seeds you can get in a single harvest is eight.

**Number of Seeds Harvested**

<table>
<thead>
<tr>
<th>Fertilizer Points</th>
<th>Seeds Harvested</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-7</td>
<td>0</td>
</tr>
<tr>
<td>8-15</td>
<td>1</td>
</tr>
<tr>
<td>16-25</td>
<td>2</td>
</tr>
<tr>
<td>24-31</td>
<td>3</td>
</tr>
<tr>
<td>32-39</td>
<td>4</td>
</tr>
<tr>
<td>40-47</td>
<td>5</td>
</tr>
<tr>
<td>48-56</td>
<td>6</td>
</tr>
<tr>
<td>57-63</td>
<td>7</td>
</tr>
<tr>
<td>64 and Higher</td>
<td>8</td>
</tr>
</tbody>
</table>
Say you wish to grow a Hard Seed. First you would determine what type of fertilizer to use; in this case let's use a Bullcat. To determine how many Bullcats are needed, you must calculate what will give a remainder of 1 (the value of the Hard Seed) when divided by 4 (the total number of Statistic Seeds). The Bullcat has 11 Fertilizer Points, and 11 divided by 4 is 2, with a remainder of 3. Using 2 Bullcats would give us 22 points, which divided by 4 is 5 with a remainder of 2. This still doesn't work. At 3 Bullcats we have 33 Fertilizer Points. Dividing 33 by 4 gives us 8, with a remainder of 1. Because the Hard Seed is gained when you have a remainder of 1, you need to use 3 Bullcats to get a Hard Seed, and because the total Fertilizer Points are between 32 and 39, you will get 4 seeds.

Getting a mix is a bit trickier. You have to add Bird Drops, Scorched Rice, or Rotten Meat after you add the base fish ingredient. For every one of the extra items you add there is a 25 percent chance of it becoming a mix. No matter how many Fertilizer Points you have, you only get one mix at a time.

Once you know what type of seed you will get, you can figure out what it will take to get the exact seed you want of that type. First total up the Fertilizer Points you used, then divide by the total number of seeds for that type. What determines the seed you get is not how many times you can divide into the total points, but the remainder after doing so.

### Mixes

<table>
<thead>
<tr>
<th>Mix</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draught</td>
<td>Power, Defense, Agility, and Wisdom +5</td>
</tr>
<tr>
<td>Draught +</td>
<td>Power, Defense, Agility, and Wisdom +10</td>
</tr>
<tr>
<td>Dark Draught</td>
<td>Chance of critical hit, learning, counterattacks, and accuracy +10 percent</td>
</tr>
<tr>
<td>Elixir</td>
<td>All elemental resistance +1</td>
</tr>
<tr>
<td>Elixir +</td>
<td>All elemental resistance +2</td>
</tr>
<tr>
<td>Wassail</td>
<td>Mind and status change resistance +1</td>
</tr>
<tr>
<td>Wassail +</td>
<td>Mind and status change resistance +5</td>
</tr>
</tbody>
</table>

Mixes are powerful and can easily turn the tide of battle.

### Getting the Seed You Want

Each type of fertilizer you use results in a different type of seed. The amount of that fertilizer will then affect which specific seed from within that type you will receive, as well as how many.

### Elemental Seeds

<table>
<thead>
<tr>
<th>Seed</th>
<th>Remainder</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fire Seed</td>
<td>0</td>
</tr>
<tr>
<td>Wind Seed</td>
<td>1</td>
</tr>
<tr>
<td>Water Seed</td>
<td>2</td>
</tr>
<tr>
<td>Earth Seed</td>
<td>3</td>
</tr>
<tr>
<td>Spirit Seed</td>
<td>4</td>
</tr>
<tr>
<td>Vigor Seed</td>
<td>5</td>
</tr>
<tr>
<td>Phoenix Seed</td>
<td>6</td>
</tr>
<tr>
<td>Holy Seed</td>
<td>7</td>
</tr>
</tbody>
</table>

### Statistic Seeds

<table>
<thead>
<tr>
<th>Seed</th>
<th>Remainder</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strength Seed</td>
<td>0</td>
</tr>
<tr>
<td>Hard Seed</td>
<td>1</td>
</tr>
<tr>
<td>Speed Seed</td>
<td>2</td>
</tr>
<tr>
<td>Sage Seed</td>
<td>3</td>
</tr>
</tbody>
</table>

### Parameter Seeds

<table>
<thead>
<tr>
<th>Seed</th>
<th>Remainder</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strike Seed</td>
<td>0</td>
</tr>
<tr>
<td>Reflex Seed</td>
<td>1</td>
</tr>
<tr>
<td>Dodge Seed</td>
<td>2</td>
</tr>
<tr>
<td>Sight Seed</td>
<td>3</td>
</tr>
<tr>
<td>Target Seed</td>
<td>4</td>
</tr>
</tbody>
</table>

Say you wish to grow a Hard Seed. First you would determine what type of fertilizer to use; in this case let's use a Bullcat. To determine how many Bullcats are needed, you must calculate what will give a remainder of 1 (the value of the Hard Seed) when divided by 4 (the total number of Statistic Seeds). The Bullcat has 11 Fertilizer Points, and 11 divided by 4 is 2, with a remainder of 3. Using 2 Bullcats would give us 22 points, which divided by 4 is 5 with a remainder of 2. This still doesn't work. At 3 Bullcats we have 33 Fertilizer Points. Dividing 33 by 4 gives us 8, with a remainder of 1. Because the Hard Seed is gained when you have a remainder of 1, you need to use 3 Bullcats to get a Hard Seed, and because the total Fertilizer Points are between 32 and 39, you will get 4 seeds.

### Determining Seeds

<table>
<thead>
<tr>
<th>Fertilizer Points</th>
<th>Elemental Seed</th>
<th>Statistic Seed</th>
<th>Parameter Seed</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Wind Seed</td>
<td>Hard Seed</td>
<td>Reflex Seed</td>
</tr>
<tr>
<td>2</td>
<td>Water Seed</td>
<td>Speed Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>3</td>
<td>Earth Seed</td>
<td>Sage Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>4</td>
<td>Spirit Seed</td>
<td>Strength Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>5</td>
<td>Vigor Seed</td>
<td>Hard Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>6</td>
<td>Phoenix Seed</td>
<td>Speed Seed</td>
<td>Reflex Seed</td>
</tr>
<tr>
<td>7</td>
<td>Holy Seed</td>
<td>Sage Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>8</td>
<td>Fire Seed</td>
<td>Strength Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>9</td>
<td>Wind Seed</td>
<td>Hard Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>10</td>
<td>Water Seed</td>
<td>Speed Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>11</td>
<td>Earth Seed</td>
<td>Sage Seed</td>
<td>Reflex Seed</td>
</tr>
<tr>
<td>12</td>
<td>Spirit Seed</td>
<td>Strength Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>13</td>
<td>Vigor Seed</td>
<td>Hard Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>14</td>
<td>Phoenix Seed</td>
<td>Speed Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>15</td>
<td>Holy Seed</td>
<td>Sage Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>16</td>
<td>Fire Seed</td>
<td>Strength Seed</td>
<td>Reflex Seed</td>
</tr>
<tr>
<td>17</td>
<td>Wind Seed</td>
<td>Hard Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>18</td>
<td>Water Seed</td>
<td>Speed Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>19</td>
<td>Earth Seed</td>
<td>Sage Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>20</td>
<td>Spirit Seed</td>
<td>Strength Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>21</td>
<td>Vigor Seed</td>
<td>Hard Seed</td>
<td>Reflex Seed</td>
</tr>
<tr>
<td>22</td>
<td>Phoenix Seed</td>
<td>Speed Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>23</td>
<td>Holy Seed</td>
<td>Sage Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>24</td>
<td>Fire Seed</td>
<td>Strength Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>25</td>
<td>Wind Seed</td>
<td>Hard Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>26</td>
<td>Water Seed</td>
<td>Speed Seed</td>
<td>Reflex Seed</td>
</tr>
</tbody>
</table>
### Determining Seeds (cont'd)

<table>
<thead>
<tr>
<th>Fertilizer Points</th>
<th>Element Seed</th>
<th>Statistic Seed</th>
<th>Parameter Seed</th>
</tr>
</thead>
<tbody>
<tr>
<td>27</td>
<td>Earth Seed</td>
<td>Sage Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>28</td>
<td>Spirit Seed</td>
<td>Strength Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>29</td>
<td>Vigor Seed</td>
<td>Hard Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>30</td>
<td>Phoenix Seed</td>
<td>Speed Seed</td>
<td>Reflex Seed</td>
</tr>
<tr>
<td>31</td>
<td>Holy Seed</td>
<td>Sage Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>32</td>
<td>Fire Seed</td>
<td>Strength Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>33</td>
<td>Wind Seed</td>
<td>Hard Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>34</td>
<td>Water Seed</td>
<td>Speed Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>35</td>
<td>Earth Seed</td>
<td>Sage Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>36</td>
<td>Spirit Seed</td>
<td>Strength Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>37</td>
<td>Vigor Seed</td>
<td>Hard Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>38</td>
<td>Phoenix Seed</td>
<td>Speed Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>39</td>
<td>Holy Seed</td>
<td>Sage Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>40</td>
<td>Fire Seed</td>
<td>Strength Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>41</td>
<td>Wind Seed</td>
<td>Hard Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>42</td>
<td>Water Seed</td>
<td>Speed Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>43</td>
<td>Earth Seed</td>
<td>Sage Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>44</td>
<td>Spirit Seed</td>
<td>Strength Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>45</td>
<td>Vigor Seed</td>
<td>Hard Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>46</td>
<td>Phoenix Seed</td>
<td>Speed Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>47</td>
<td>Holy Seed</td>
<td>Sage Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>48</td>
<td>Fire Seed</td>
<td>Strength Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>49</td>
<td>Wind Seed</td>
<td>Hard Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>50</td>
<td>Water Seed</td>
<td>Speed Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>51</td>
<td>Earth Seed</td>
<td>Sage Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>52</td>
<td>Spirit Seed</td>
<td>Strength Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>53</td>
<td>Vigor Seed</td>
<td>Hard Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>54</td>
<td>Phoenix Seed</td>
<td>Speed Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>55</td>
<td>Holy Seed</td>
<td>Sage Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>56</td>
<td>Fire Seed</td>
<td>Strength Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>57</td>
<td>Wind Seed</td>
<td>Hard Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>58</td>
<td>Water Seed</td>
<td>Speed Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>59</td>
<td>Earth Seed</td>
<td>Sage Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>60</td>
<td>Spirit Seed</td>
<td>Strength Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>61</td>
<td>Vigor Seed</td>
<td>Hard Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>62</td>
<td>Phoenix Seed</td>
<td>Speed Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>63</td>
<td>Holy Seed</td>
<td>Sage Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>64</td>
<td>Fire Seed</td>
<td>Strength Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>65</td>
<td>Wind Seed</td>
<td>Hard Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>66</td>
<td>Water Seed</td>
<td>Speed Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>67</td>
<td>Earth Seed</td>
<td>Sage Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>68</td>
<td>Spirit Seed</td>
<td>Strength Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>69</td>
<td>Vigor Seed</td>
<td>Hard Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>70</td>
<td>Phoenix Seed</td>
<td>Speed Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>71</td>
<td>Holy Seed</td>
<td>Sage Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>72</td>
<td>Fire Seed</td>
<td>Strength Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>73</td>
<td>Wind Seed</td>
<td>Hard Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>74</td>
<td>Water Seed</td>
<td>Speed Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>75</td>
<td>Earth Seed</td>
<td>Sage Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>76</td>
<td>Spirit Seed</td>
<td>Strength Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>77</td>
<td>Vigor Seed</td>
<td>Hard Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>78</td>
<td>Phoenix Seed</td>
<td>Speed Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>79</td>
<td>Holy Seed</td>
<td>Sage Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>80</td>
<td>Fire Seed</td>
<td>Strength Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>81</td>
<td>Wind Seed</td>
<td>Hard Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>82</td>
<td>Water Seed</td>
<td>Speed Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>83</td>
<td>Earth Seed</td>
<td>Sage Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>84</td>
<td>Spirit Seed</td>
<td>Strength Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>85</td>
<td>Vigor Seed</td>
<td>Hard Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>86</td>
<td>Phoenix Seed</td>
<td>Speed Seed</td>
<td>Target Seed</td>
</tr>
<tr>
<td>87</td>
<td>Holy Seed</td>
<td>Sage Seed</td>
<td>Strike Seed</td>
</tr>
<tr>
<td>88</td>
<td>Fire Seed</td>
<td>Strength Seed</td>
<td>Dodge Seed</td>
</tr>
<tr>
<td>89</td>
<td>Wind Seed</td>
<td>Hard Seed</td>
<td>Sight Seed</td>
</tr>
<tr>
<td>90</td>
<td>Water Seed</td>
<td>Speed Seed</td>
<td>Strike Seed</td>
</tr>
</tbody>
</table>

### Item Shop

#### One, Two, and Three Faeries

Item Shops in the Faerie Village are great places to get rare and powerful items early on in the game. There are four types of Item Shops. Each corresponds with the four types of faeries: ordinary, lazy, diligent, and odd. If you want to get the best from all four types, you need to have a second Item Shop, because only three faeries can occupy a single house. Each faerie assigned to the house acts as a separate store. Over time the shops go up levels and get new items to sell. Visit the village after you’ve fought some battles and the shops will likely have a new item or two.

#### Ordinary Faerie’s Stock

<table>
<thead>
<tr>
<th>Cost</th>
<th>Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>20 z</td>
<td>Healing Herb</td>
</tr>
<tr>
<td>12 z</td>
<td>Antidote</td>
</tr>
<tr>
<td>100 z</td>
<td>Panacea</td>
</tr>
<tr>
<td>250 z</td>
<td>Ammonia</td>
</tr>
<tr>
<td>100 z</td>
<td>Vitamin</td>
</tr>
<tr>
<td>800 z</td>
<td>Wisdom Seed</td>
</tr>
<tr>
<td>500 z</td>
<td>Multivitamin</td>
</tr>
<tr>
<td>1,000 z</td>
<td>Vitamins</td>
</tr>
</tbody>
</table>

#### Diligent Faerie’s Stock

<table>
<thead>
<tr>
<th>Cost</th>
<th>Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>20 z</td>
<td>Healing Herb</td>
</tr>
<tr>
<td>12 z</td>
<td>Antidote</td>
</tr>
<tr>
<td>100 z</td>
<td>Panacea</td>
</tr>
<tr>
<td>250 z</td>
<td>Ammonia</td>
</tr>
<tr>
<td>250 z</td>
<td>Bamboo Rod</td>
</tr>
<tr>
<td>100 z</td>
<td>Vitamin</td>
</tr>
<tr>
<td>800 z</td>
<td>Wisdom Seed</td>
</tr>
<tr>
<td>500 z</td>
<td>Multivitamin</td>
</tr>
</tbody>
</table>
Wow, this faerie is psychic... or stalking you.

**Weapon Shop**

**One, Two, and Three Faeries**

Every village should have a Weapon Shop, if not two! This profession justifies having a second house assigned to it.

As with Item Shops, the shop's wares vary depending on the faerie's attitude. If you want to get the best from all four types, you need to have a second Weapon Shop because only three faeries can occupy a single house. Each faerie assigned to the house acts as a separate store.

The number of items a faerie has for sale depends on the level of the store. The maximum level is eight. As you fight battles the stores grow, as long as the culture level can handle it.

<table>
<thead>
<tr>
<th>Ordinary Faerie's Stock</th>
<th>Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Cost</strong></td>
<td><strong>Weapon</strong></td>
</tr>
<tr>
<td>150 z</td>
<td>Bamboo Stick</td>
</tr>
<tr>
<td>220 z</td>
<td>Glass Domino</td>
</tr>
<tr>
<td>3,000 z</td>
<td>Ieagum</td>
</tr>
<tr>
<td>2,500 z</td>
<td>Poison Ward</td>
</tr>
<tr>
<td>3,000 z</td>
<td>Dream Ring</td>
</tr>
<tr>
<td>3,000 z</td>
<td>UV Goggles</td>
</tr>
<tr>
<td>5,000 z</td>
<td>Balance Ring</td>
</tr>
<tr>
<td>7,700 z</td>
<td>Stunner</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Diligent Faerie's Stock</th>
<th>Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Cost</strong></td>
<td><strong>Weapon</strong></td>
</tr>
<tr>
<td>150 z</td>
<td>Bamboo Stick</td>
</tr>
<tr>
<td>220 z</td>
<td>Glass Domino</td>
</tr>
<tr>
<td>4,500 z</td>
<td>Speed Boots</td>
</tr>
<tr>
<td>5,000 z</td>
<td>Wisdom Ring</td>
</tr>
<tr>
<td>7,000 z</td>
<td>Sage's Frock</td>
</tr>
<tr>
<td>7,000 z</td>
<td>Winged Boots</td>
</tr>
<tr>
<td>6,000 z</td>
<td>Tian's Boots</td>
</tr>
<tr>
<td>4,200 z</td>
<td>Ice Blade</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Lazy Faerie's Stock</th>
<th>Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Cost</strong></td>
<td><strong>Weapon</strong></td>
</tr>
<tr>
<td>10 z</td>
<td>Pointed Stick</td>
</tr>
<tr>
<td>3,200 z</td>
<td>Short Skirt</td>
</tr>
<tr>
<td>6,000 z</td>
<td>Hawk's Ring</td>
</tr>
<tr>
<td>6,000 z</td>
<td>Artemis's Cup</td>
</tr>
<tr>
<td>4,900 z</td>
<td>Hidden Dagger</td>
</tr>
<tr>
<td>8,000 z</td>
<td>Hunting Cap</td>
</tr>
<tr>
<td>25,000 z</td>
<td>Harmonic Ring</td>
</tr>
<tr>
<td>40,000 z</td>
<td>Shaman's Ring</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Odd Faerie's Stock</th>
<th>Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Cost</strong></td>
<td><strong>Weapon</strong></td>
</tr>
<tr>
<td>2,000 z</td>
<td>Manly Clothes</td>
</tr>
<tr>
<td>300 z</td>
<td>Talisman</td>
</tr>
<tr>
<td>500 z</td>
<td>Aura Ring</td>
</tr>
<tr>
<td>500 z</td>
<td>Life Sands</td>
</tr>
<tr>
<td>2,500 z</td>
<td>Fire Ward</td>
</tr>
<tr>
<td>2,500 z</td>
<td>Wind Ward</td>
</tr>
<tr>
<td>2,500 z</td>
<td>Water Ward</td>
</tr>
<tr>
<td>2,500 z</td>
<td>Earth Ward</td>
</tr>
</tbody>
</table>

It is up to you which store advances, though you might want to improve all of them once the village is at a significant level of growth.

**Inn**

There’s nothin’ like a good night’s sleep.

**Two or Three Faeries**

The second and third faeries placed in an Inn provide you with details about your game. The second faerie gives your statistics for monster encounters, number of times you’ve stayed at an Inn, how many times you’ve camped, and the total amount of Zenny you’ve earned. The third faerie tells you how many chests and dressers you’ve looked in, how many treasures you’ve found, and the number of times you’ve gone fishing.

**Searching**

**One, Two, and Three Faeries**

Searching is one of the most lucrative jobs, as well as the most deadly. You can find many rare and unique items by searching, but your faeries could die in the process! Once you build your village past a point where it serves no other use, searching becomes much more practical. Each faerie placed in a building allocated to searching for items can go on a different search.

To search, choose the faerie to send, then select a region from the list. Each region has a different difficulty level. The difficulty of the region determines the possible items.

<table>
<thead>
<tr>
<th>Region</th>
<th>Difficulty</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>8 Battles</td>
<td></td>
</tr>
<tr>
<td>Level 2</td>
<td>11 Battles</td>
<td></td>
</tr>
<tr>
<td>Level 3</td>
<td>14 Battles</td>
<td></td>
</tr>
<tr>
<td>Level 4</td>
<td>17 Battles</td>
<td></td>
</tr>
<tr>
<td>Level 5</td>
<td>20 Battles</td>
<td></td>
</tr>
</tbody>
</table>
Death notices are few and far between, but they are saddening nonetheless.

### Determining Seeds

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Faerie HP</th>
<th>Death Rate</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>50</td>
<td>10 percent</td>
</tr>
<tr>
<td>1</td>
<td>100</td>
<td>8 percent</td>
</tr>
<tr>
<td>1</td>
<td>150</td>
<td>6 percent</td>
</tr>
<tr>
<td>1</td>
<td>200</td>
<td>4 percent</td>
</tr>
<tr>
<td>1</td>
<td>250</td>
<td>2 percent</td>
</tr>
<tr>
<td>2</td>
<td>50</td>
<td>20 percent</td>
</tr>
<tr>
<td>2</td>
<td>100</td>
<td>16 percent</td>
</tr>
<tr>
<td>2</td>
<td>150</td>
<td>12 percent</td>
</tr>
<tr>
<td>2</td>
<td>200</td>
<td>8 percent</td>
</tr>
<tr>
<td>2</td>
<td>250</td>
<td>4 percent</td>
</tr>
<tr>
<td>3</td>
<td>50</td>
<td>50 percent</td>
</tr>
<tr>
<td>3</td>
<td>100</td>
<td>24 percent</td>
</tr>
<tr>
<td>3</td>
<td>150</td>
<td>18 percent</td>
</tr>
<tr>
<td>3</td>
<td>200</td>
<td>12 percent</td>
</tr>
<tr>
<td>3</td>
<td>250</td>
<td>6 percent</td>
</tr>
<tr>
<td>4</td>
<td>50</td>
<td>40 percent</td>
</tr>
<tr>
<td>4</td>
<td>100</td>
<td>32 percent</td>
</tr>
<tr>
<td>4</td>
<td>150</td>
<td>24 percent</td>
</tr>
<tr>
<td>4</td>
<td>200</td>
<td>16 percent</td>
</tr>
<tr>
<td>4</td>
<td>250</td>
<td>8 percent</td>
</tr>
<tr>
<td>5</td>
<td>50</td>
<td>50 percent</td>
</tr>
<tr>
<td>5</td>
<td>100</td>
<td>40 percent</td>
</tr>
<tr>
<td>5</td>
<td>150</td>
<td>50 percent</td>
</tr>
<tr>
<td>5</td>
<td>200</td>
<td>20 percent</td>
</tr>
<tr>
<td>5</td>
<td>250</td>
<td>10 percent</td>
</tr>
</tbody>
</table>

### Troops

Faerie soldiers affect the damage level of the four Faerie Magics you can learn from the master Njomo. See the Faerie Magic section for more information.
One Faerie

If you set faeries to the music job, you can listen to all the tracks from the game. You start off with only one song, but the number increases throughout the game. After every fourth battle you get a new song, but the current chapter limits the number you can get. You only get some songs after clearing certain events, and you only get the ending theme after finishing the game.

Two Faeries

The second faerie assigned to the music job sings special songs just for you—really weird special songs. Don't try to understand—just sit back and enjoy!

Three Faeries

The third faerie placed does nothing but talk to you.

Art

By assigning a house to art, you get special artwork of the characters and creatures found in the world. After every fourth battle you get a new piece of art. The number for each chapter is limited though, so you can't get them all immediately. As this is a bonus and does not actually affect your game, don't concentrate on this until you finish the more important jobs.

Aurum Trading

One Faerie

Aurum Trading is like playing a miniature version of the stock market. The price of Aurum goes up and down, allowing you to buy low and sell high for a tidy profit. It is also one of the few ready sources of this important item. The market fluctuates with every fight you are in, changing at random. Check in every so often if you are looking to make some money. It takes some work, but the payoff can be great.

One Faerie

Buying Aurum is like buying stock. Play it wrong and make it big. Play it right and who knows how much you can lose.

Two Faeries

The second faerie makes predictions about the market. The faerie's chance of successfully predicting the market is based on intelligence.

<table>
<thead>
<tr>
<th>Intelligence</th>
<th>Chance of Being Right</th>
</tr>
</thead>
<tbody>
<tr>
<td>25</td>
<td>18 percent</td>
</tr>
<tr>
<td>50</td>
<td>27 percent</td>
</tr>
<tr>
<td>75</td>
<td>35 percent</td>
</tr>
<tr>
<td>100</td>
<td>43 percent</td>
</tr>
<tr>
<td>125</td>
<td>52 percent</td>
</tr>
<tr>
<td>150</td>
<td>60 percent</td>
</tr>
<tr>
<td>175</td>
<td>68 percent</td>
</tr>
<tr>
<td>200</td>
<td>77 percent</td>
</tr>
<tr>
<td>225</td>
<td>85 percent</td>
</tr>
<tr>
<td>250</td>
<td>95 percent</td>
</tr>
</tbody>
</table>

Be sure to assign your smartest faerie to the role of predicting trends!

Three Faeries

A third faerie assigned to the Aurum Shop sells you seeds for eight pieces of Aurum. The seeds available are:

<table>
<thead>
<tr>
<th>Available Seeds:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Earth Seed</td>
</tr>
<tr>
<td>Fire Seed</td>
</tr>
<tr>
<td>Holy Seed</td>
</tr>
<tr>
<td>Phoenix Seed</td>
</tr>
<tr>
<td>Spirit Seed</td>
</tr>
<tr>
<td>Vigor Seed</td>
</tr>
<tr>
<td>Water Seed</td>
</tr>
<tr>
<td>Wind Seed</td>
</tr>
</tbody>
</table>
One Faerie

If you assign faeries to this job, you can play minigames to win prizes. The first game you get when you assign one faerie is Kecak. Kecak is a rhythm game that requires you to press ◢ and ▶ to the beat provided. While the minigame is definitely quite fun on its own, what would a minigame be without useful prizes? In this case you can get three items. You can only get each item once, though. If you score more than 800 points you receive a Wisdom Seed. If you score more than 1,200 you receive a Soul Gem. If you score the maximum of 1,500 points you get a Harmonic Ring.

Kecak can be extremely difficult. It takes a lot of practice before you stand a chance of getting the high score.

Pressing the buttons rapidly won't get you a win—it takes timing as well.

Two Faeries

The second faerie in a game house lets you change the names of your party members and the faeries. While this serves no true purpose, it's handy if you like to customize each character.

Changing names is fun and exciting for the whole family!

Three Faeries

A third faerie in the game house lets you play another minigame: Rock, Paper, Scissors. The idea is simple: rock beats scissors, scissors beats paper, and paper beats rock. In this variation of the game you play with cards, and you have two of each type. As such, a bit of strategy is involved.

Depending on the attitude of the faerie in charge of the game, his chance of drawing a particular card varies. Put an ordinary faerie in charge of the game, as they are the most predictable. An ordinary faerie has a 10/16 probability of playing rock, 4/16 of playing scissors, and 2/16 of playing paper on the first turn. In other words, always play paper the first turn! The exact numbers vary slightly with other types of faeries, but the general percentages still hold true. Lazy faeries will ignore the formula one-third of the time. If you beat the faerie two times in a row the formula will be reversed entirely. In this case, bring out scissors in the first turn.

After the first turn, it is a bit more varied because of the removal of certain cards from play. From that point on play the odds. If a faerie has one rock and one paper but two scissors, you should play a rock.

You receive points equal to the number of your remaining cards because, when you win, you keep both your own and your opponent's card. If you lose a game, you lose all your points. The items you can buy with the points are:

<table>
<thead>
<tr>
<th>Item</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Soul Ring</td>
<td>30 points</td>
</tr>
<tr>
<td>10,000 z</td>
<td>15 points</td>
</tr>
<tr>
<td>Midas Stone</td>
<td>8 points</td>
</tr>
<tr>
<td>1,000 z</td>
<td>4 points</td>
</tr>
<tr>
<td>Dress Shoes</td>
<td>2 points</td>
</tr>
<tr>
<td>MultiVitamin</td>
<td>1 point</td>
</tr>
</tbody>
</table>

In addition to the normal game, you can also play a special random mode. While the percentages remain the same, the cards you have are randomly drawn.

| Random mode can either be very good, or very, very bad. |

| One Faerie |

You can buy insurance at the Bonds Office, which gives you a second chance during combat if you die. You can buy several types of insurance policies to take care of extenuating circumstances surrounding the battle. Unfortunately, there is a catch to having insurance: you won't get all the Zenny from combat that you normally would. Each premium added onto a basic policy increases the amount of Zenny you lose.

If you have insurance, you can get a refund on the premium cost after winning 50 battles.

| If you have a difficult battle ahead, insurance might help. |

If you have a difficult battle ahead, insurance might help.

| Bonds |

The second faerie in a game house lets you change the names of your party members and the faeries. While this serves no true purpose, it's handy if you like to customize each character.

Changing names is fun and exciting for the whole family!

| Three Faeries |

A third faerie in the game house lets you play another minigame: Rock, Paper, Scissors. The idea is simple: rock beats scissors, scissors beats paper, and paper beats rock. In this variation of the game you play with cards, and you have two of each type. As such, a bit of strategy is involved.

Depending on the attitude of the faerie in charge of the game, his chance of drawing a particular card varies. Put an ordinary faerie in charge of the game, as they are the most predictable. An ordinary faerie has a 10/16 probability of playing rock, 4/16 of playing scissors, and 2/16 of playing paper on the first turn. In other words, always play paper the first turn! The exact numbers vary slightly with other types of faeries, but the general percentages still hold true. Lazy faeries will ignore the formula one-third of the time. If you beat the faerie two times in a row the formula will be reversed entirely. In this case, bring out scissors in the first turn.

After the first turn, it is a bit more varied because of the removal of certain cards from play. From that point on play the odds. If a faerie has one rock and one paper but two scissors, you should play a rock.

You receive points equal to the number of your remaining cards because, when you win, you keep both your own and your opponent's card. If you lose a game, you lose all your points. The items you can buy with the points are:

<table>
<thead>
<tr>
<th>Item</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Soul Ring</td>
<td>30 points</td>
</tr>
<tr>
<td>10,000 z</td>
<td>15 points</td>
</tr>
<tr>
<td>Midas Stone</td>
<td>8 points</td>
</tr>
<tr>
<td>1,000 z</td>
<td>4 points</td>
</tr>
<tr>
<td>Dress Shoes</td>
<td>2 points</td>
</tr>
<tr>
<td>MultiVitamin</td>
<td>1 point</td>
</tr>
</tbody>
</table>

In addition to the normal game, you can also play a special random mode. While the percentages remain the same, the cards you have are randomly drawn.

| Random mode can either be very good, or very, very bad. |

| One Faerie |

You can buy insurance at the Bonds Office, which gives you a second chance during combat if you die. You can buy several types of insurance policies to take care of extenuating circumstances surrounding the battle. Unfortunately, there is a catch to having insurance: you won't get all the Zenny from combat that you normally would. Each premium added onto a basic policy increases the amount of Zenny you lose.

If you have insurance, you can get a refund on the premium cost after winning 50 battles.

| If you have a difficult battle ahead, insurance might help. |

If you have a difficult battle ahead, insurance might help.
Faerie Magic

After you raise the village to the point that you can assign faeries as troops, you may use special Faerie Magic in battle. To learn the Faerie Magic you must first pay a visit to the master Njomo. She teaches you up to four different spells, all of which are dependent on the number of faeries in the village.

Obtained: You get Faerie Charge once there are 20 or more faeries in the Faerie Village.

Effect: Faeries circle your enemies and then all charge inward at once.

Details: This spell requires at least six faeries assigned to the troop job. The faeries randomly attack enemies, using the spell caster’s accuracy. The primary influence on damage is the faerie’s HP—which acts as their strength—and the level of the troops.

Because of the nature of the spell, give it to someone who has high accuracy.

War Shout

Obtained: You get War Shout once there are 16 or more faeries in the Faerie Village.

Effect: War Shout raises the power of the front row characters by a percentage based on the number of troops and musicians.

Details: To use the spell at all, you must first have at least one faerie musician—not just troops, as with other Faerie Magic.

The total number of faeries assigned to the troop job—and in this case the musician job as well—affects the strength of the spell. If you have a troop faerie and a musician faerie, then your power is raised by 5 percent. If there are three faeries your power is raised by 10 percent. With any number over four, the spell strength varies a lot more, and the level of the faeries also comes into play.

Faerie Breath

Obtained: You get Faerie Breath once there are 12 or more faeries in the Faerie Village.

Effect: Restores HP to all party members and has a chance of curing status ailments.

Details: The amount you recover depends on how well the faeries like you—indicated by the heart icon—and the level of the faerie troops. The chance of having status ailments cured is also determined by the average of how well the faeries like you.

Faerie Attack

Obtained: You get Faerie Attack once there are eight or more faeries in the Faerie Village.

Effect: Faeries come swooping down, dropping either small or large bombs onto your enemies. Damage is a set number based on the enemy’s defense.

Details: The number of faeries that attack is the same number assigned to the troop job. The damage calculation for each faerie is the same, but which enemy they attack is randomly determined.

While they usually only drop small bombs that hit a single enemy, there is a chance a faerie will drop a large bomb, hitting all enemies and doing a lot more damage as well. At higher levels, the chance of a large bomb is actually greater than that of a small bomb! Refer to the following chart for full details.

### Small vs. Large Bomb Chance

<table>
<thead>
<tr>
<th>Job Level</th>
<th>Small Bomb</th>
<th>Large Bomb</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-9</td>
<td>15/16</td>
<td>1/16</td>
</tr>
<tr>
<td>10-19</td>
<td>14/16</td>
<td>2/16</td>
</tr>
<tr>
<td>20-29</td>
<td>13/16</td>
<td>3/16</td>
</tr>
<tr>
<td>30-39</td>
<td>12/16</td>
<td>4/16</td>
</tr>
<tr>
<td>40-49</td>
<td>10/16</td>
<td>6/16</td>
</tr>
<tr>
<td>50-59</td>
<td>8/16</td>
<td>8/16</td>
</tr>
<tr>
<td>60-69</td>
<td>6/16</td>
<td>10/16</td>
</tr>
<tr>
<td>70-99</td>
<td>4/16</td>
<td>12/16</td>
</tr>
</tbody>
</table>

Faerie Attack can be simply devastating.

Faerie Charge

Obtained: You get Faerie Charge once there are 20 or more faeries in the Faerie Village.

Effect: Faeries circle your enemies and then all charge inward at once.

Details: This spell requires at least six faeries assigned to the troop job. The faeries randomly attack enemies, using the spell caster’s accuracy. The primary influence on damage is the faerie’s HP—which acts as their strength—and the level of the troops.

Because of the nature of the spell, give it to someone who has high accuracy.
Fishing

Basics of Fishing

Rods

Rods are scattered throughout the world. Some are found in dungeons, while others can be bought in shops. Rods are the backbone of your fishing ability, and without the best you won't stand a chance against the likes of the fish found in the ocean depths.

Rods have several attributes. One is the obvious benefit of sheer strength. A more understated, but still vastly important attribute is range. You can't always use the strongest rods to catch fish, as they cannot always reach the fish that live in faraway areas.

The Angling Rod packs the most range, though its balance leaves much to be desired.

Lures

Each lure has its own unique properties. For example, some sink while others float. Each lure type also entices each fish differently. Some fish may bite a particular lure whenever they can, while others won't touch it at all.

There are eight types of lures, with six of those types having three different levels, making a total of twenty lures.

Uses of Fish

You can catch many types of fish, each possessing unique properties. Most act as healing items when used, while others damage your opponents in combat. In general, the rarer the fish, or the later in the game it is available, the stronger its effect will be.

As an alternative to using them as items, fish are currency for the merchant Manjilo at his many shops. They also serve as potent fertilizers for growing crops in the Faerie Village!

Fish are often potent healing items.

Technique

Your Technique, or "TEC," helps you attract fish more easily, and even catch them with lures that normally don’t work. There are up to four levels of TEC you can use. To use TEC you must move the lure in tune to a particular rhythm. You can see a list of the rhythms needed for each TEC in the help screen.

Fishing Locations

River Spot 1

Location: On your way to Sarai you come across a "?” spot in the road. Enter the area, and you will be in a canyon. Leave via the side exit. This opens up a new path to the south of the "?” spot, taking you to the game's first fishing location.

Fish: Jellyfish, Sweetfish, Trout, RainbowTrout

Lake Spot 1

Location: On the road to the Sandflifer Wharf north of Synesta you encounter a "?” spot. Go inside and then read the sign there. After you leave, a path to the east opens up.

Fish: Jellyfish, Piranha, Bass, Blue Gill, MartianSquid
Ocean Spot 1

Location: At the beginning of Chapter 2, take the road to Shyde from Ludia. Along the way enter the "?" spots and find the sign. Look at it, then open up a western path to the fishing spot.

Fish: Man-o'-War, Flying Fish, Blowfish, Sea Bream

River Spot 2

Location: After you reach the Kasq Woods, just after visiting Wyndia for the first time, speak to the fisherman in the first screen of the woods. He tells you about a great fishing spot. Leave the woods and a path opens to the north.

Fish: Jellyfish, Trout, Browntail, Rainbow Trout, Salmon

Ocean Spot 2

Location: After you arrive at Lyp by ship, take the ship back out and head upward. You reach a blue flag. Explore there and you arrive at this fishing spot.

Fish: Man-o'-War, Sea Bass, Flatfish, Octopus, Bonito, Spearfish, Whale

Lake Spot 2

Location: On the way to the Jungle from Lyp, enter the "?" location, and exit via the side path. It takes you east to the fishing spot.

Fish: Bass, Piranha, Blue Gill, Black Bass, Martian Squid, Dorado

Saldine Spot

Location: You automatically encounter the Saldine Spot while on the Flats, during Chapter 3.

Fish: Moorfish, Blowfish, Sea Bream, Black Porgy

Lake Spot 3

Location: When you reach Chiqua, speak to the fisherman on the docks. He tells you about the spot to the north. Leave the town, and the path there is open.

Fish: Jellyfish, Angelfish, Black Bass, Martian Squid, Dorado, Barandy

River Spot 3

Location: After you go to the First Emperor's Tomb with Ryu, go to the "?" map to the west of it. This is the same burning forest map from Fou-Lu's scenario in Chapter 1. Go up the mountainside to the burnt forest, and leave via the southern exit. This opens the new fishing spot.

Fish: Sweetfish, Trout, Browntail, Rainbow Trout, Salmon, Bullcat, Sturgeon

Ocean Spot 3

Location: Enter the "?" map on the path between the Highway and the "?" map just south of Kwando. Look at the sign there to open a path to the west, leading to the fishing spot.

Fish: Flying Fish, Sea Bass, Flatfish, Octopus, Bonito, Angler

Chamba Spot

Location: During or after Chapter 3, return to North Chamba via the back entrance. Go inside and fight the Angler here to open the fishing spot.

Fish: Jellyfish, Bullcat, Acheron
Fish

Data Explanation

Found: This is the type of terrain in which you will likely find the fish.

Depth: This is the depth of water the fish inhabits. The darker the water, the deeper it is.

Max Stamina: The bigger the fish, the more stamina it has.

Max Size: Each type of fish can only get so big; this is the maximum size in centimeters.

Max Points: This number is the most fishing points you can get for that fish. If you get the maximum points, a crown appears next to the fish's data.

Lure Compatibility: The lower the number, the higher the chance the fish will bite that lure.

**Sweetfish**

- Found: Rivers
- Depth: Shallow and Moderate
- Max Stamina: 45
- Max Size: 25
- Max Points: 150

**Lure Compatibility**

- Spinner: 1
- Winder: 1
- Top: 0
- Minnow: 0
- Frog: 1
- Worm: 1
- Spoon: 3
- King Frog: 0

**BrownTail**

- Found: Rivers
- Depth: Any
- Max Stamina: 100
- Max Size: 70
- Max Points: 250

**Lure Compatibility**

- Spinner: 0
- Winder: 1
- Top: 1
- Minnow: 1
- Frog: X
- Worm: X
- Spoon: 3
- King Frog: 0

**Black Bass**

- Found: Lakes
- Depth: Any
- Max Stamina: 120
- Max Size: 70
- Max Points: 500

**Lure Compatibility**

- Spinner: X
- Winder: X
- Top: 2
- Minnow: 2
- Frog: 2
- Worm: 2
- Spoon: 3
- King Frog: 0

**Angelfish**

- Found: Lake
- Depth: Shallow
- Max Stamina: 70
- Max Size: 50
- Max Points: 250

**Lure Compatibility**

- Spinner: 1
- Winder: 1
- Top: 1
- Minnow: 1
- Frog: 1
- Worm: 1
- Spoon: 3
- King Frog: 0

**Trout**

- Found: Rivers
- Depth: Any
- Max Stamina: 90
- Max Size: 40
- Max Points: 200

**Lure Compatibility**

- Spinner: 1
- Winder: 1
- Top: 1
- Minnow: 1
- Frog: 1
- Worm: 1
- Spoon: 3
- King Frog: 0

**Rainbow Trout**

- Found: Rivers
- Depth: Shallow and Moderate
- Max Stamina: 120
- Max Size: 70
- Max Points: 150

**Lure Compatibility**

- Spinner: 1
- Winder: 1
- Top: 1
- Minnow: 1
- Frog: X
- Worm: X
- Spoon: 3
- King Frog: 0
**Lures**

**Data Explanation**
Type: The type of the lure determines which fish will bite.
Level: The higher the level, the more likely a fish will bite.
Speed: This refers to the speed of movement and sinking.
Snag: Every movement has a chance at snagging on nearby objects. This is the chance that the snag will break the line.
Action: Some lures sink when moved and float when stationary, or vice versa.

**Silver Top**
Type: Spinner Level 1
Level: 0
Speed: 2
Snag: 4/32
Action: Sinks when moved, floats when stationary

**Gold Top**
Type: Spinner Level 2
Level: 1
Speed: 2
Snag: 4/32
Action: Sinks when moved, floats when stationary

**Platinum Top**
Type: Spinner Level 3
Level: 2
Speed: 3
Snag: 3/32
Action: Sinks when moved, floats when stationary

**Swisher**
Type: Topper Level 5
Level: 1
Speed: 1
Snag: 2/32
Action: Sinks when moved, floats when stationary

**Twister**
Type: Winder Level 1
Level: 0
Speed: 1
Snag: 3/32
Action: Floats when moved, sinks when stationary

**Warbler**
Type: Winder Level 2
Level: 1
Speed: 2
Snag: 2/32
Action: Floats when moved, sinks when stationary

**Dancer**
Type: Winder Level 3
Level: 2
Speed: 1
Snag: 1/32
Action: Floats when moved, sinks when stationary

**Dopper**
Type: Topper Level 1
Level: 0
Speed: 0
Snag: 0.32
Action: Always floats

**Flattop**
Type: Topper Level 2
Level: 1
Speed: 0
Snag: 0.32
Action: Always floats

**Floatier**
Type: Minnow Level 1
Level: 0
Speed: 1
Snag: 2/32
Action: Floats when moved, sinks when stationary

**Plunger**
Type: Minnow Level 2
Level: 1
Speed: 2
Snag: 1.32
Action: Floats when moved, sinks when stationary

**Deep Diver**
Type: Minnow Level 3
Level: 2
Speed: 4
Snag: 1/32
Action: Sinks when moved, floats when stationary
### Fish Information

- **Baby Frog**
  - **Type:** Frogger Level 1
  - **Level:** 0
  - **Speed:** 0
  - **Snag:** 0/32
  - **Action:** Always floats

- **King Frog**
  - **Type:** Other
  - **Level:** 0
  - **Speed:** 1
  - **Snag:** 0/32
  - **Action:** Floats when moved, sinks when stationary

- **Coad**
  - **Type:** Frogger Level 2
  - **Level:** 1
  - **Speed:** 1
  - **Snag:** 3/32
  - **Action:** Sinks when moved, floats when stationary

- **Fat Frog**
  - **Type:** Frogger Level 3
  - **Level:** 2
  - **Speed:** 1
  - **Snag:** 5/32
  - **Action:** Sinks when moved, floats when stationary

- **Straight**
  - **Type:** Worm Level 1
  - **Level:** 0
  - **Speed:** 1
  - **Snag:** 1/32
  - **Action:** Floats when moved, sinks when stationary

- **Tail**
  - **Type:** Worm Level 2
  - **Level:** 1
  - **Speed:** 2
  - **Snag:** 1/32
  - **Action:** Floats when moved, sinks when stationary

- **Crab**
  - **Type:** Worm Level 3
  - **Level:** 2
  - **Speed:** 1
  - **Snag:** 1/32
  - **Action:** Floats when moved, sinks when stationary

- **Spoon**
  - **Type:** Other
  - **Level:** 0
  - **Speed:** 1
  - **Snag:** 0/32
  - **Action:** Floats when moved, sinks when stationary

---

### Sarai Manillo Shop

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost in Fish</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aurum</td>
<td>Sea Bass (x3)</td>
</tr>
<tr>
<td>Dragon Scale</td>
<td>Bonito, Octopus, Flatfish</td>
</tr>
<tr>
<td>Ginseng</td>
<td>Bonito, Octopus, Sea Bream</td>
</tr>
<tr>
<td>Headband</td>
<td>Bonito, Sea Bream, Flatfish</td>
</tr>
<tr>
<td>Incite</td>
<td>Flatfish (x3)</td>
</tr>
<tr>
<td>Moon Tears</td>
<td>Spearfish, Sea Bream, Flatfish</td>
</tr>
<tr>
<td>Napalm</td>
<td>Sea Bream (x3)</td>
</tr>
<tr>
<td>Taser</td>
<td>Octopus (x3)</td>
</tr>
</tbody>
</table>

### Shops Manillo Shop

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost in Fish</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aurum</td>
<td>Jellyfish (x5)</td>
</tr>
<tr>
<td>Bell Collar</td>
<td>RainbowTrout (x3), BrownTail (x6)</td>
</tr>
<tr>
<td>Broad Sword</td>
<td>RainbowTrout (x2), Trout (x2), Sweetfish (x2)</td>
</tr>
<tr>
<td>Earth Claws</td>
<td>Sweetfish (x5)</td>
</tr>
<tr>
<td>Fireagri</td>
<td>Black Bass (x3), MartianSquid (x5), Bass (x5)</td>
</tr>
<tr>
<td>Flail</td>
<td>Black Bass (x3), Blue Gill Ax3, Piranha (x5)</td>
</tr>
<tr>
<td>Holy Mantle</td>
<td>RainbowTrout (x3), BrownTail (x6)</td>
</tr>
<tr>
<td>Ruby Scepter</td>
<td>Trout (x5)</td>
</tr>
</tbody>
</table>

---

Manillo Shops

Throughout the world, the fish man, Manillo, sells you items in exchange for fish. Some of the better items in the game are available this way, so take the time to earn enough fish to buy his wares!
## Wyndia Manillo Shop

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost in Fish</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aurum</td>
<td>Man-o-War (x5)</td>
</tr>
<tr>
<td>Bamboo Rod</td>
<td>Sea Bream (x2)</td>
</tr>
<tr>
<td>Flattop</td>
<td>Blowfish (x2)</td>
</tr>
<tr>
<td>Gold Top</td>
<td>Blowfish, Flying Fish (x2)</td>
</tr>
<tr>
<td>Hanger</td>
<td>Blowfish (x2)</td>
</tr>
<tr>
<td>Tail</td>
<td>Flying Fish (x3)</td>
</tr>
<tr>
<td>Toad</td>
<td>Flying Fish (x3)</td>
</tr>
<tr>
<td>Warbler</td>
<td>Blowfish, Flying Fish (x2)</td>
</tr>
</tbody>
</table>

## Lyr Manillo Shop

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost in Fish</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astral Ward</td>
<td>Dorado, Black Bass (x4), Bass (x6)</td>
</tr>
<tr>
<td>Aurum</td>
<td>Bass (x5)</td>
</tr>
<tr>
<td>Barrier Ring</td>
<td>Salmon, Rainbowtrout (x2), Browntrout (x4)</td>
</tr>
<tr>
<td>Body Ward</td>
<td>Dorado, Black Bass (x4), Bass (x6)</td>
</tr>
<tr>
<td>Diamond Ring</td>
<td>Salmon, Rainbowtrout (x2), Browntrout (x4)</td>
</tr>
<tr>
<td>Light Bangle</td>
<td>MartianSquid (x2), Blue Gill (x2), Piranha (x4)</td>
</tr>
<tr>
<td>Soul Ring</td>
<td>Sturgeon, Salmon (x2), Bulcat (x2)</td>
</tr>
<tr>
<td>Topaz Tear</td>
<td>Sturgeon, Salmon (x2), Bulcat (x2)</td>
</tr>
</tbody>
</table>

## Astana Manillo Shop

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost in Fish</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aurum</td>
<td>Angelfish, Moorfish</td>
</tr>
<tr>
<td>Culverin</td>
<td>Whale, Sturgeon (x2), Barandy (x2)</td>
</tr>
<tr>
<td>Cupid’s Lyre</td>
<td>Spearfish, Angler, Black Porgy</td>
</tr>
<tr>
<td>Earthbreaker</td>
<td>Whale, Barandy, Dorado (x3)</td>
</tr>
<tr>
<td>Healing Ring</td>
<td>Spearfish, Angler, Black Porgy</td>
</tr>
<tr>
<td>Ivy Dice</td>
<td>Angelfish (x5), Moorfish (x5)</td>
</tr>
<tr>
<td>Life Armor</td>
<td>Whale, Sturgeon, Bulcat (x3)</td>
</tr>
<tr>
<td>Star Dress</td>
<td>Whale (x3), Acheron (x8)</td>
</tr>
</tbody>
</table>

## Chiqua Manillo Shop

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost in Fish</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aurum</td>
<td>Sea Bass (x3)</td>
</tr>
<tr>
<td>Chopsticks</td>
<td>MartianSquid (x2), Octopus (x2)</td>
</tr>
<tr>
<td>Force Armor</td>
<td>Spearfish, Angler, Flatfish (x3)</td>
</tr>
<tr>
<td>Giant Club</td>
<td>Black Porgy (x2), Sea Bream (x6)</td>
</tr>
<tr>
<td>Holy Robe</td>
<td>Spearfish, Angler, Octopus (x5)</td>
</tr>
<tr>
<td>Power Glove</td>
<td>Black Porgy (x2), Sea Bream (x6)</td>
</tr>
<tr>
<td>Repeater</td>
<td>Spearfish, Bonito (x3)</td>
</tr>
<tr>
<td>Skull Staff</td>
<td>Jellyfish (x10), Man-o-War (x10)</td>
</tr>
</tbody>
</table>

## Stamp Card Shop

At every location, Manillo also sells items in exchange for Stamp Cards. The available items are the same everywhere. You get Stamp Cards by purchasing items from Manillo.

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost in Cards</th>
</tr>
</thead>
<tbody>
<tr>
<td>Coupons</td>
<td>25</td>
</tr>
<tr>
<td>Dragon Tear</td>
<td>50</td>
</tr>
<tr>
<td>Fish-head</td>
<td>3</td>
</tr>
<tr>
<td>Linked Pole</td>
<td>75</td>
</tr>
<tr>
<td>Linked Pole</td>
<td>3</td>
</tr>
<tr>
<td>Power Food</td>
<td>3</td>
</tr>
<tr>
<td>Render</td>
<td>99</td>
</tr>
<tr>
<td>Swallow Eye</td>
<td>3</td>
</tr>
</tbody>
</table>
Masters

Basics

The master system is simple. As you go through the game, you come across the various masters. If you meet their individual prerequisites, they will teach you skills and, in one case, give you items. You must do increasingly difficult tasks to make them teach you each of the following skills.

Wills

The wills are special skills that are automatically put into effect when you tutor under a particular master. You cannot choose to turn wills on or off; they are totally uncontrollable and are activated automatically based on pure chance.

Statistic Bonuses

In addition to the skills you can learn and their wills, masters also serve another important purpose; they give you a statistic bonus for each level you gain. Unfortunately, they can also give statistic penalties. The statistics each master gives and takes are based around his or her personality. For example, those who tend to concentrate on more magical attacks often give AP and wisdom bonuses, while penalizing HP and strength.

Master List

Kwolf

Location: Karok Valley. You can first encounter him while on your way to the Dam, after Ryu's dream about Astana.
Will: Hustle

<table>
<thead>
<tr>
<th>Statistic Changes</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP</td>
</tr>
<tr>
<td>0</td>
</tr>
</tbody>
</table>

Other: Alertness +20 percent

Skills

<table>
<thead>
<tr>
<th>Skill</th>
<th>Obtained</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eddy</td>
<td>Do 5 hits or more in a combo attack</td>
<td>Causes minor wind damage on a single target</td>
</tr>
<tr>
<td>Plateau</td>
<td>Do 10 hits or more hits in a combo attack</td>
<td>Causes moderate earth damage on a single target</td>
</tr>
<tr>
<td>Magic Ball</td>
<td>Do 15 hits or more hits in a combo attack</td>
<td>Causes moderate earth damage on a single target</td>
</tr>
<tr>
<td>Flame Pillar</td>
<td>Do 20 hits or more hits in a combo attack</td>
<td>Causes damage based on 25 percent of the target's defense</td>
</tr>
</tbody>
</table>

Stoll

Location: Hideout. After you are commissioned by Marok to find the thief who stole from him, you encounter Stoll and have to catch him. Afterward, return to the Hideout and you can apprentice yourself to Stoll.
Will: Fitch

<table>
<thead>
<tr>
<th>Statistic Changes</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP</td>
</tr>
<tr>
<td>0</td>
</tr>
</tbody>
</table>

Other: Accuracy +5 percent, Dodge +5 percent, Alertness +5 percent

Skills

<table>
<thead>
<tr>
<th>Skill</th>
<th>Obtained</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Steal</td>
<td>Do 5 or more hits in a combo attack</td>
<td>Steal an item from enemy</td>
</tr>
<tr>
<td>Coward's Way</td>
<td>Obtain 80 or more different types of items</td>
<td>Causes damage based on how many times you've fled from battle</td>
</tr>
</tbody>
</table>

Una

Location: Warrent Elder's House, 2nd floor. After visiting Warrent for the first time, fight Kahn. Speak to Una, and she allows you to become her apprentice if you have successfully done a combo attack for more than 1,000 damage.
Will: Wild

<table>
<thead>
<tr>
<th>Statistic Changes</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP</td>
</tr>
<tr>
<td>+12</td>
</tr>
</tbody>
</table>

Other: None

Skills

<table>
<thead>
<tr>
<th>Skill</th>
<th>Obtained</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pilfer</td>
<td>Do 1,500 or more damage in a combo</td>
<td>Steal an item from enemy and do damage</td>
</tr>
<tr>
<td>Super Combo</td>
<td>Do 5,000 or more damage in a combo</td>
<td>Number of hits is equal to how many buttons you press</td>
</tr>
<tr>
<td>Blitz</td>
<td>Do 10,000 or more damage in a combo</td>
<td>Randomly hits enemies with 4-7 attacks, and user loses 25 percent life</td>
</tr>
</tbody>
</table>

With that fur, the desert must feel incredibly hot.

Flame Pillar is a very powerful spell!
**Njomo**

*Location:* Just to the north of Ahm Ten in Chapter 2. Take the eastern side path from the northern road from Ahm Ten to reach her house. To get her to teach you, you must have helped the faeries in the Faerie Village.

*Will:* Pique

**Statistic Changes**

<table>
<thead>
<tr>
<th>Statistic</th>
<th>HP</th>
<th>AP</th>
<th>Power</th>
<th>Defense</th>
<th>Agility</th>
<th>Wisdom</th>
</tr>
</thead>
<tbody>
<tr>
<td>Other</td>
<td>-8</td>
<td>+1</td>
<td>0</td>
<td>0</td>
<td>+2</td>
<td>0</td>
</tr>
</tbody>
</table>

**Skills**

- **Faerie Attack:** After you have 8 or more faeries in the Faerie Village
  - Attack enemies with various bombs
- **Faerie Breath:** After you have 12 or more faeries in the Faerie Village
  - Heal your party
- **War Shout:** After you have 16 or more faeries in the Faerie Village
  - Raise attack power
- **Faerie Charge:** After you have 20 or more faeries in the Faerie Village
  - All-out attack on random enemies

Njomo can teach you powerful attack and healing magic!

---

**Momo**

*Location:* Inside the windmill in Wyndia. Momo is accessible from the first time you visit Wyndia, just after going through Ahm Ten in Chapter 2.

*Will:* Drawse

**Statistic Changes**

<table>
<thead>
<tr>
<th>Statistic</th>
<th>HP</th>
<th>AP</th>
<th>Power</th>
<th>Defense</th>
<th>Agility</th>
<th>Wisdom</th>
</tr>
</thead>
<tbody>
<tr>
<td>Other</td>
<td>+8</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

**Other:** None

**Skills**

- **Spray:** Play the game 25 hours or more
  - Attack using defense in place of power; does 1.5 times the damage on insects
- **Clip:** Play the game 30 hours or more
  - Attack using agility in place of power; does 1.5 times the damage on plants
- **Oracle:** Play the game 40 hours or more
  - Attack using wisdom in place of power; does 1.5 times the damage on demons
- **Egghead:** Play the game 50 hours or more
  - You become an egg

A familiar face is always welcome! At this point all you can do is laugh. Uh, and explode.

---

**Abbess**

*Location:* Her house in Chek. You must first speak with some of the dragons for her to teach you.

*Will:* Reck

**Statistic Changes**

<table>
<thead>
<tr>
<th>Statistic</th>
<th>HP</th>
<th>AP</th>
<th>Power</th>
<th>Defense</th>
<th>Agility</th>
<th>Wisdom</th>
</tr>
</thead>
<tbody>
<tr>
<td>Other</td>
<td>0</td>
<td>+2</td>
<td>-2</td>
<td>-2</td>
<td>0</td>
<td>+4</td>
</tr>
</tbody>
</table>

**Other:** Magic Resistance +1

**Skills**

- **Concentrate:** Defeat 70 enemies or more
  - Magic power up
- **Sanctuary:** Defeat 85 enemies or more
  - All assistance magic is canceled out
- **Celerity:** Defeat 100 enemies or more
  - Doubles power, defense, agility, and wisdom

Concentrate is a must to prepare for long fights.
Masters

Marloch

Location: His house in Synestia. You must bring him the Tin Ball after he buys you a sandhill.
Will: Greed

Statistic Changes

<table>
<thead>
<tr>
<th>HP</th>
<th>AP</th>
<th>Power</th>
<th>Defense</th>
<th>Agility</th>
<th>Wisdom</th>
</tr>
</thead>
<tbody>
<tr>
<td>+16</td>
<td>3</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
</tr>
</tbody>
</table>

Other: Learning chance +5 percent

Skills

<table>
<thead>
<tr>
<th>Skill</th>
<th>Obtained</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Charm</td>
<td>Bring him a Copper Ball</td>
<td>Increased chance of item being dropped at the end of battle</td>
</tr>
<tr>
<td>Monopolize</td>
<td>Bring him an ElectrumBall</td>
<td>All experience earned from battle goes to the user</td>
</tr>
<tr>
<td>Roulette</td>
<td>Bring him a PlatinumBall</td>
<td>A random attack performed by a random participant in the battle</td>
</tr>
</tbody>
</table>

The treasures: Marloch's skills are learned in a unique way compared to others. You must go around the world and exchange treasures for other treasures. Then bring the treasures (the halls) back to Marloch and he will teach you a skill if the treasure is high enough on the chain. There are 10 treasures altogether.

Note
You do not have to go in any particular order, with the exception of the original treasure at Sarai.

Treasure Locations

Sarai: Buy the original treasure for ¥58 z from the frogman in the Tavern.
Shade: A man under the walkway will trade with you.
Ludia: During the night raid to rescue Gray, before entering the castle, speak to the man standing in front of the mills, and he will trade.
Shrine: Trade with the man in the hut on the exiting side of the Grass Dragon Shrine's underground passage.
Wynba: The man in the dungeon will exchange treasures.
Synestia: The little girl in the orphanage standing next to Tyta will trade.
Shik: The man rummaging around in the basement of one of the houses will trade with you.
Chupa: The merchant who tells you about the way to the mainland has one of the treasures.
Sandhill Catch Site: If you go back to where Nina and Gray crashed at the beginning of the game, a bandit there will trade halls with you.
Sunne: The woman sitting by the basket at the village entrance will trade.
Abandoned Village: If you miss the Ludia trade, you can still get the highest-level treasure. After you beat the game, go back to the Abandoned Village and a woman there will trade with you.

As the name implies, Roulette is a gamble. It can be good or bad.

Kryrik

Location: After you have sailed to Tyg, go back to Shik and speak with Kryrik in front of the ship. If you can do a 25-hit combo, he will teach you what he knows.
Will: Finale

Statistic Changes

<table>
<thead>
<tr>
<th>HP</th>
<th>AP</th>
<th>Power</th>
<th>Defense</th>
<th>Agility</th>
<th>Wisdom</th>
</tr>
</thead>
<tbody>
<tr>
<td>+20</td>
<td>-2</td>
<td>+3</td>
<td>+2</td>
<td>-2</td>
<td>-2</td>
</tr>
</tbody>
</table>

Other: None

Skills

<table>
<thead>
<tr>
<th>Skill</th>
<th>Obtained</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Megaphone</td>
<td>Do a 50-hit combo attack or more</td>
<td>All enemies' power 40 percent up and defense 40 percent down</td>
</tr>
<tr>
<td>Spirit Blast</td>
<td>Do a 40-hit combo attack or more</td>
<td>Attack that ignores target's defense</td>
</tr>
<tr>
<td>Cleave</td>
<td>Do a 50-hit combo attack or more</td>
<td>Attack against all that ignores targets' defense</td>
</tr>
<tr>
<td>Disembowel</td>
<td>Do a 70-hit combo attack or more</td>
<td>Max HP temporarily goes down 10 percent, and does a critical hit</td>
</tr>
</tbody>
</table>

Gyosil

Location: Tyg. He will teach you as long as you have more than 10,000 fishing points.
Will: Ward

Statistic Changes

<table>
<thead>
<tr>
<th>HP</th>
<th>AP</th>
<th>Power</th>
<th>Defense</th>
<th>Agility</th>
<th>Wisdom</th>
</tr>
</thead>
<tbody>
<tr>
<td>-8</td>
<td>+2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

Other: None

Note
Gyosil does not give skills, but rather new fishing poles.

Skills

<table>
<thead>
<tr>
<th>Skill</th>
<th>Obtained</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ring of Ice</td>
<td>Earn 4,000 fishing points or more</td>
<td></td>
</tr>
<tr>
<td>Spanner</td>
<td>Earn 6,000 fishing points or more</td>
<td></td>
</tr>
<tr>
<td>Master's Rod</td>
<td>Earn 9,500 fishing points or more</td>
<td></td>
</tr>
</tbody>
</table>

Gyosil is a master fisherman, and his rods can make you one, too.
**Lyta**

**Location:** Synestra Orphanage. She teaches you after you return to Synestra in Chapter 3, but only after you have learned from Gypsyl with Guard!

**Statistic Changes**

<table>
<thead>
<tr>
<th>Statistic</th>
<th>HP</th>
<th>AP</th>
<th>Power</th>
<th>Defense</th>
<th>Agility</th>
<th>Wisdom</th>
</tr>
</thead>
<tbody>
<tr>
<td>Other</td>
<td>0</td>
<td>-1</td>
<td>0</td>
<td>-1</td>
<td>0</td>
<td>+1</td>
</tr>
</tbody>
</table>

**Other:** Holy Resistance +1, Death Resistance +2

**Skills**

<table>
<thead>
<tr>
<th>Skill</th>
<th>Obtained</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Supplication</td>
<td>Ryu must be at least level 20</td>
<td>Healing magic +1, Dodge chance +50 percent</td>
</tr>
<tr>
<td>Holy Strike</td>
<td>Ryu must be at least level 25</td>
<td>Attack that does holy-based damage</td>
</tr>
<tr>
<td>Resist</td>
<td>Ryu must be at least level 30</td>
<td>Protects against attacks for one turn</td>
</tr>
<tr>
<td>Benediction</td>
<td>Ryu must be at least level 35</td>
<td>Chance of reviving dead party members with 25 percent HP</td>
</tr>
</tbody>
</table>

Holy Strike is a rather basic technique, but useful nonetheless.

**Kahn**

**Location:** North of the Saldine island flats. After you leave the flats, go north to reach him.

**Value:**

**Statistic Changes**

<table>
<thead>
<tr>
<th>Statistic</th>
<th>HP</th>
<th>AP</th>
<th>Power</th>
<th>Defense</th>
<th>Agility</th>
<th>Wisdom</th>
</tr>
</thead>
<tbody>
<tr>
<td>Other</td>
<td>+20</td>
<td>-4</td>
<td>+3</td>
<td>0</td>
<td>+1</td>
<td>-3</td>
</tr>
</tbody>
</table>

**Other:** None

**Skills**

<table>
<thead>
<tr>
<th>Skill</th>
<th>Obtained</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Focus</td>
<td>Fight 300 battles</td>
<td>Increase power</td>
</tr>
<tr>
<td>Shout</td>
<td>Fight 400 battles or more</td>
<td>Chance of stunning everyone in the battle</td>
</tr>
<tr>
<td>Tiger Fist</td>
<td>Fight 500 battles or more</td>
<td>Attack that combines power and agility to determine both damage and accuracy</td>
</tr>
<tr>
<td>Flex</td>
<td>Fight 600 battles or more</td>
<td>Chance of poisoning everyone</td>
</tr>
</tbody>
</table>

Tiger Fist can be a very damaging attack.

**Buriyan**

**Location:** Mountain top hut in the Zhuja Mountains. To reach it with Ryu, you must take the side exit from the route from Quanso to the southern highway. He will not teach you until you have learned from all other masters.

**Value:**

**Statistic Changes**

<table>
<thead>
<tr>
<th>Statistic</th>
<th>HP</th>
<th>AP</th>
<th>Power</th>
<th>Defense</th>
<th>Agility</th>
<th>Wisdom</th>
</tr>
</thead>
<tbody>
<tr>
<td>Other</td>
<td>16</td>
<td>-3</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
</tr>
</tbody>
</table>

**Skills**

<table>
<thead>
<tr>
<th>Skill</th>
<th>Obtained</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Backhand</td>
<td>Do 3,000 damage or more in a single attack</td>
<td>Chance of leaving the target with 1 HP</td>
</tr>
<tr>
<td>Counter</td>
<td>Do 5,000 damage or more in a single attack</td>
<td>100 percent chance of counterattacking</td>
</tr>
<tr>
<td>Shadowwalk</td>
<td>Do 8,000 damage or more in a single attack</td>
<td>100 percent chance of critical hit</td>
</tr>
<tr>
<td>Final Hope</td>
<td>Do 12,000 damage or more in a single attack</td>
<td>Become invincible for three turns, but you die afterward</td>
</tr>
</tbody>
</table>

Use Backhand to wound powerful monsters, and another attack to take them out.
**Grass Dragon**

Location: Once you are able to speak with the dragons, go to the Plains. Seek a small ball of light around the stone in the center of the Plains. Once you find it, follow it to the Grass Dragon.

Skill: Healing Wind

This is a good spell to reserve until boss fights.

---

**Tree Dragon**

Location: After leaving the Checkpoint on the way to Shikku, you encounter a "X" location on the road. Enter it and take the eastern exit. A new path opens to the east of the map point, taking you to the Tree Dragon's home.

Skill: Holy Circle

Don't underestimate protection magic—it can often make the difference between life and death.

---

**Sea Dragon**

Location: Look on the boat navigation screen between Shikku and Lyp. He is on the small shallow reef, northwest of Shikku, just above the Island of Fire on the map.

Skill: Flood Tide

You first encounter this dragon at the Fane.

Flood Tide in action

---

**Sand Dragon**

Location: On the sandbar route between Shikku and Shyde there is an isolated section on the southern edge of the course. Use a dune to jump to it, and enter the Oasis there.

Skill: Oslaught

Ouch, that's gotta hurt.

---

**Rock Dragon**

Location: In the River section of the game, just after leaving Chicaqua, speak to the man by the small shack. Talk to him about dragons, and tell him that dragons all look different. Then tell him that they can look like rocks and trees, and he will tell you about a strange rock he saw. The path to the quarry opens when you leave the River.

Skill: Fulguration

The Rock Dragon looks a little weird, but he's far from a pushover.
If you collect enough game points, your dragon transformations can evolve to a new level. The new versions are more powerful in every way, and they even have new spells.

### Needed Game Points

<table>
<thead>
<tr>
<th>Evolution</th>
<th>Game Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>First Evolution</td>
<td>10,000</td>
</tr>
<tr>
<td>Second Evolution</td>
<td>20,000</td>
</tr>
<tr>
<td>Third Evolution</td>
<td>30,000</td>
</tr>
<tr>
<td>Fourth Evolution</td>
<td>50,000</td>
</tr>
</tbody>
</table>

### Dragon Evolutions

<table>
<thead>
<tr>
<th>Basic Form</th>
<th>Evolved Form</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astral</td>
<td>None</td>
</tr>
<tr>
<td>Aura</td>
<td>None</td>
</tr>
<tr>
<td>Behemoth</td>
<td>Mammoth</td>
</tr>
<tr>
<td>Kaiser</td>
<td>None</td>
</tr>
<tr>
<td>Mutant</td>
<td>Punk</td>
</tr>
<tr>
<td>Myrmidon</td>
<td>Knight</td>
</tr>
<tr>
<td>Serpent</td>
<td>Peist</td>
</tr>
<tr>
<td>Tyrant</td>
<td>None</td>
</tr>
<tr>
<td>Wyvern</td>
<td>Wyr</td>
</tr>
</tbody>
</table>

To evolve a dragon, you must first earn at least 10,000 game points in minigames. Then, before using any others in combat, decide which dragon you wish to evolve. The first dragon you transform into after gaining the necessary game points will be the one that evolves. To evolve a second dragon you then have to earn the next needed amount of points, 20,000, and so on until you have evolved all dragons possible.
**Kaiser Dragon**

- **Breath**: KaiserBreath
- **Attacks**: Aura Smash, Ahryu P'ung, Pa Bing a'h, Patoh Pah, Hwa, Hwajej
- **Memo**: The Kaiser Dragon is uncontrollable until you have gained the power of all seven dragons. With this accomplished, you will have full control of the Kaiser Dragon's abilities.

**Astral Dragon**

- **Breath**: Eraser
- **Attacks**: Frost Strike, Wild Swing, Bing, Death
- **Memo**: This dragon is Fou-Lu's version of the Aura Dragon.

**Tyrant Dragon**

- **Breath**: Dark Wave
- **Attacks**: Aura Smash, Ahryu P'ung, Pa Bing a'h, Patoh Pah, Death
- **Memo**: This dragon is Fou-Lu's version of the Kaiser Dragon.

**Weyr Dragon**

- **Breath**: Gigafflame
- **Attacks**: Flame Strike, Jeh, Hwa, Hwajej, Might, Protect
- **Memo**: This dragon is Fou-Lu's version of the Weyr Dragon.

**Serpent Dragon**

- **Breath**: Waterspout
- **Attacks**: Frost Strike, Bing, Bing ah, Snap
- **Memo**: This dragon is Fou-Lu's version of the Weyr Dragon.

**Osist Dragon**

- **Breath**: Waterspout
- **Attacks**: Frost Strike, Pa Bing a'h, Snap, SwordBreaker

**Myrmidon Dragon**

- **Breath**: MetaStrike
- **Attacks**: Wind Strike, P'ung, Nah P'ung, SpiritBlast

**Knight Dragon**

- **Breath**: MetaStrike
- **Attacks**: Wind Strike, P'ung, Nah P'ung, Ahryu P'ung, Cleave, Shadowwalk

**Behemoth Dragon**

- **Breath**: MeteorStrike
- **Attacks**: Searing Sand, Chi Patoh, Patoh, Patoh Pah, Counter

**Mammoth Dragon**

- **Breath**: MeteorStrike
- **Attacks**: Searing Sand, Chi Patoh, Patoh, Patoh Pah, Counter, Blitz
**Breath of Fire IV**

**Prima's Official Strategy Guide**

---

**Mutant Dragon**

**Breath:** Stardrop

**Attacks:** Snap, Chlorine, Sleep, Silence

**Memo:** The Mutant and Punk's breath attacks can gain levels based on the number of game points you have earned. For every level it gains +2 hits.

---

**Punk Dragon**

**Breath:** Stardrop

**Attacks:** Snap, Chlorine, Sleep, Silence, Howling Curse

**Memo:** See the Mutant's memo for information on the Punk's leveled-up breath attack.

---

**Dragon Statistics**

Each dragon multiplies Ryu's statistics by a set number. To find out what his changed statistics are, simply take his current statistic and multiply it by the number provided here.

Resistance are a set number, not a multiplication. In other words a Wyvern has no water resistance at all, whereas it has a level five fire resistance.

---

<table>
<thead>
<tr>
<th>Dragon</th>
<th>HP</th>
<th>Power</th>
<th>Defense</th>
<th>Wisdom</th>
<th>Agility</th>
<th>Melee Attacks</th>
<th>Ranged Attacks</th>
<th>Spells</th>
<th>Breath</th>
<th>Fire</th>
<th>Wind</th>
<th>Water</th>
<th>Earth</th>
<th>Holy</th>
<th>Mind</th>
<th>Status</th>
<th>Death</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astral</td>
<td>12</td>
<td>1.2</td>
<td>1.2</td>
<td>1.3</td>
<td>1.0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>2</td>
<td>4</td>
<td>2</td>
<td>5</td>
<td>7</td>
<td>7</td>
<td>7</td>
<td>7</td>
</tr>
<tr>
<td>Aura</td>
<td>1.1</td>
<td>1.2</td>
<td>1.1</td>
<td>1.2</td>
<td>1.0</td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Behemoth</td>
<td>2.2</td>
<td>2.1</td>
<td>1.4</td>
<td>1.4</td>
<td>0.5</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Kaiser</td>
<td>3.0</td>
<td>2.0</td>
<td>1.3</td>
<td>2.0</td>
<td>1.5</td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>5</td>
<td>4</td>
<td>2</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Knight</td>
<td>1.8</td>
<td>2.1</td>
<td>1.1</td>
<td>1.0</td>
<td>1.8</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>6</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Mammoth</td>
<td>5.5</td>
<td>1.6</td>
<td>1.6</td>
<td>1.6</td>
<td>0.5</td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>0</td>
<td>2</td>
<td>6</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Mutant</td>
<td>0.5</td>
<td>1.5</td>
<td>1.0</td>
<td>1.0</td>
<td>0.8</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Myrmidon</td>
<td>1.5</td>
<td>1.6</td>
<td>1.0</td>
<td>1.0</td>
<td>1.5</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Peist</td>
<td>2.0</td>
<td>1.4</td>
<td>1.3</td>
<td>1.2</td>
<td>1.5</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>6</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Punk</td>
<td>0.5</td>
<td>0.5</td>
<td>1.0</td>
<td>1.0</td>
<td>2.5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Serpent</td>
<td>1.8</td>
<td>1.2</td>
<td>1.2</td>
<td>1.0</td>
<td>1.2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Tyrant</td>
<td>3.0</td>
<td>1.8</td>
<td>1.7</td>
<td>2.0</td>
<td>1.5</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Weyr</td>
<td>2.0</td>
<td>1.5</td>
<td>1.2</td>
<td>1.2</td>
<td>1.5</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>6</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Wyvern</td>
<td>1.8</td>
<td>1.5</td>
<td>1.1</td>
<td>1.0</td>
<td>1.2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>5</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>
# Magic and Skills

## Ability List

<table>
<thead>
<tr>
<th>Spell Name</th>
<th>AP</th>
<th>Combo Category</th>
<th>Element</th>
<th>Effect</th>
<th>Target</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ahryu P'ung</td>
<td>3</td>
<td>Wind</td>
<td>Wind</td>
<td>Level 3 Wind Damage</td>
<td>All</td>
</tr>
<tr>
<td>Aura Smash</td>
<td>3</td>
<td>Physical</td>
<td>Holy</td>
<td>Attack target, ignoring defense</td>
<td>Single</td>
</tr>
<tr>
<td>Barrier</td>
<td>4</td>
<td>Status Up</td>
<td>Water</td>
<td>Magic Damage halved for 3 turns</td>
<td>Single</td>
</tr>
<tr>
<td>Bing</td>
<td>1</td>
<td>Water</td>
<td>Water</td>
<td>Level 1 Water Damage</td>
<td>Single</td>
</tr>
<tr>
<td>Bing ah</td>
<td>2</td>
<td>Water</td>
<td>Water</td>
<td>Level 2 Water Damage</td>
<td>Single</td>
</tr>
<tr>
<td>Blizzard</td>
<td>12</td>
<td>Water</td>
<td>Water</td>
<td>Major Water Damage</td>
<td>All</td>
</tr>
<tr>
<td>Blunt</td>
<td>1</td>
<td>Status Down</td>
<td>Mind</td>
<td>Power down 20 percent</td>
<td>Single</td>
</tr>
<tr>
<td>Bomb</td>
<td>2</td>
<td>–</td>
<td>–</td>
<td>Return to normal but with 25 percent HP</td>
<td>Self</td>
</tr>
<tr>
<td>Catastrophe</td>
<td>2</td>
<td>Water and Earth</td>
<td>Earth has</td>
<td>Major Water and Earth Damage and chance of Poison</td>
<td>Single</td>
</tr>
<tr>
<td>Confuse</td>
<td>2</td>
<td>Status Change</td>
<td>Status Change</td>
<td>Level 2 Earth Damage</td>
<td>Single</td>
</tr>
<tr>
<td>Cyclone</td>
<td>6</td>
<td>Wind</td>
<td>Wind</td>
<td>Chance of Confusing target</td>
<td>All</td>
</tr>
<tr>
<td>Dark Wave</td>
<td>0</td>
<td>Death</td>
<td>Death</td>
<td>Moderate Wind Damage</td>
<td>All</td>
</tr>
<tr>
<td>Death</td>
<td>12</td>
<td>Water and Earth</td>
<td>Earth has</td>
<td>Causes Non-Elemental Damage, varies with remaining HP</td>
<td>All</td>
</tr>
<tr>
<td>Disaster</td>
<td>3</td>
<td>Fire and Earth</td>
<td>Fire</td>
<td>Major HP Temporarily drops</td>
<td>All</td>
</tr>
<tr>
<td>Dragon Breath</td>
<td>0</td>
<td>Breath</td>
<td>Fire</td>
<td>Causes Damage, varies with remaining HP and target's defense</td>
<td>All</td>
</tr>
<tr>
<td>Drain</td>
<td>5</td>
<td>Fire and Wind</td>
<td>Fire</td>
<td>Steel target's HP</td>
<td>All</td>
</tr>
<tr>
<td>Earthbreaker</td>
<td>3</td>
<td>Breath</td>
<td>Fire</td>
<td>Major Fire and Wind Damage and chance of Stun</td>
<td>All</td>
</tr>
<tr>
<td>Entesle</td>
<td>1</td>
<td>Status Down</td>
<td>Wind</td>
<td>Wisdom down 20 percent</td>
<td>Single</td>
</tr>
<tr>
<td>Else</td>
<td>0</td>
<td>Breath</td>
<td>Earth and Fire</td>
<td>Causes Non-Elemental Damage, varies with remaining HP</td>
<td>All</td>
</tr>
<tr>
<td>Eruption</td>
<td>6</td>
<td>Fire</td>
<td>Fire</td>
<td>Minor Earth and Fire Damage</td>
<td>All</td>
</tr>
<tr>
<td>Fireblast</td>
<td>2</td>
<td>Fire and Wind</td>
<td>Fire and Wind</td>
<td>Moderate Fire Damage</td>
<td>All</td>
</tr>
<tr>
<td>Firewind</td>
<td>3</td>
<td>Fire</td>
<td>Fire</td>
<td>Minor Fire Damage</td>
<td>All</td>
</tr>
<tr>
<td>Hare</td>
<td>3</td>
<td>Breath</td>
<td>Wind</td>
<td>Causes Wind and Water Damage and can Stun targets</td>
<td>All</td>
</tr>
<tr>
<td>Flood Tide</td>
<td>0</td>
<td>Water</td>
<td>Water</td>
<td>Minor Water Damage</td>
<td>Single</td>
</tr>
<tr>
<td>Frost</td>
<td>3</td>
<td>Breath</td>
<td>Fire</td>
<td>Causes Gravity Damage, varies with target's HP</td>
<td>Single</td>
</tr>
<tr>
<td>Fulguration</td>
<td>0</td>
<td>Breath</td>
<td>Fire</td>
<td>Causes Fire Damage, varies with remaining HP</td>
<td>Single</td>
</tr>
<tr>
<td>Gigaffame</td>
<td>0</td>
<td>Fire and Wind</td>
<td>Fire and Wind</td>
<td>Major Fire and Wind Damage</td>
<td>Single</td>
</tr>
<tr>
<td>Gigaffare</td>
<td>0</td>
<td>Breath</td>
<td>Fire and Wind</td>
<td>Damage is equal to user's level times 5, chance of Blinding target</td>
<td>Single</td>
</tr>
<tr>
<td>Hatch</td>
<td>5</td>
<td>Breath</td>
<td>Status Change</td>
<td>Recover mini HP</td>
<td>Single</td>
</tr>
<tr>
<td>Heal</td>
<td>5</td>
<td>Holy</td>
<td>Holy</td>
<td>Recover HP and cures Status Aliments</td>
<td>Party</td>
</tr>
<tr>
<td>Healing Wind</td>
<td>0</td>
<td>Breath</td>
<td>Status Change</td>
<td>Protects party from attacks for one turn</td>
<td>All</td>
</tr>
<tr>
<td>Holy Circle</td>
<td>0</td>
<td>Breath</td>
<td>Status Change</td>
<td>Can cause Confusion</td>
<td>Single</td>
</tr>
<tr>
<td>Howling</td>
<td>0</td>
<td>Breath</td>
<td>Status Change</td>
<td>Level 1 Fire Damage</td>
<td>Single</td>
</tr>
<tr>
<td>Iwa</td>
<td>1</td>
<td>Breath</td>
<td>Fire</td>
<td>Level 5 Fire Damage</td>
<td>Single</td>
</tr>
<tr>
<td>Hswaje</td>
<td>3</td>
<td>Fire</td>
<td>Fire</td>
<td>Moderate Water Damage</td>
<td>Single</td>
</tr>
<tr>
<td>Ice Blast</td>
<td>5</td>
<td>Water</td>
<td>Water</td>
<td>Display target's statistics</td>
<td>Single</td>
</tr>
<tr>
<td>Identify</td>
<td>0</td>
<td>Breath</td>
<td>Fire</td>
<td>Major Fire Damage</td>
<td>Single</td>
</tr>
<tr>
<td>Inferno</td>
<td>10</td>
<td>Fire</td>
<td>Fire</td>
<td>Wisdom up 20 percent</td>
<td>Single</td>
</tr>
<tr>
<td>Inspire</td>
<td>2</td>
<td>Status Up</td>
<td>Fire</td>
<td>Level 2 Fire Damage</td>
<td>Single</td>
</tr>
<tr>
<td>Jeh</td>
<td>2</td>
<td>Fire</td>
<td>Fire</td>
<td>Minor Wind and Water Damage</td>
<td>Single</td>
</tr>
<tr>
<td>Jolt</td>
<td>0</td>
<td>Breath</td>
<td>Wind and Water</td>
<td>Causes Damage, varies with remaining HP</td>
<td>All</td>
</tr>
<tr>
<td>Kaiserbreath</td>
<td>0</td>
<td>Breath</td>
<td>Holy</td>
<td>Chance of Instant Kill</td>
<td>All</td>
</tr>
<tr>
<td>Kyrie</td>
<td>9</td>
<td>Breath</td>
<td>Holy</td>
<td>Steam target's AP</td>
<td>Single</td>
</tr>
<tr>
<td>Leech Power</td>
<td>0</td>
<td>Death</td>
<td>Death</td>
<td>Max HP Temporarily drops</td>
<td>Single</td>
</tr>
<tr>
<td>Lifestealer</td>
<td>0</td>
<td>Death</td>
<td>Death</td>
<td>Moderate Wind and Water Damage</td>
<td>Single</td>
</tr>
<tr>
<td>Lightning</td>
<td>0</td>
<td>Death</td>
<td>Death</td>
<td>Moderate Earth and Fire Damage</td>
<td>Single</td>
</tr>
<tr>
<td>Magma Blast</td>
<td>0</td>
<td>Status Change</td>
<td>Status Change</td>
<td>Change into Dragon</td>
<td>Single</td>
</tr>
<tr>
<td>Meditate</td>
<td>0</td>
<td>Breath</td>
<td>Status Change</td>
<td>Causes Damage, ignoring target's defense</td>
<td>All</td>
</tr>
<tr>
<td>Metastrike</td>
<td>0</td>
<td>Breath</td>
<td>Status Change</td>
<td>Causes Earth Damage, varies with remaining HP</td>
<td>All</td>
</tr>
<tr>
<td>Meteorstrike</td>
<td>5</td>
<td>Status Up</td>
<td>Water and Earth</td>
<td>Power up 20 percent</td>
<td>All</td>
</tr>
<tr>
<td>Might</td>
<td>0</td>
<td>Status Up</td>
<td>Water</td>
<td>Causes Water and Earth Damage</td>
<td>All</td>
</tr>
<tr>
<td>Mudflow</td>
<td>2</td>
<td>Breath</td>
<td>Wind</td>
<td>Leve 2 Wind Damage</td>
<td>All</td>
</tr>
<tr>
<td>Onslaught</td>
<td>0</td>
<td>Breath</td>
<td>Water and Status Change</td>
<td>Causes Wind Damage and can Confuse targets</td>
<td>All</td>
</tr>
<tr>
<td>Pa Bing ah</td>
<td>5</td>
<td>Water</td>
<td>Earth</td>
<td>Level 5 Water Damage</td>
<td>All</td>
</tr>
<tr>
<td>Patoh</td>
<td>1</td>
<td>Earth</td>
<td>Earth</td>
<td>Level 1 Earth Damage</td>
<td>All</td>
</tr>
<tr>
<td>Patoh Pah</td>
<td>3</td>
<td>Earth</td>
<td>Earth</td>
<td>Level 3 Earth Damage</td>
<td>All</td>
</tr>
<tr>
<td>Phoenix</td>
<td>3</td>
<td>Physical</td>
<td>Fire and Wind</td>
<td>Moderate Fire and Wind Damage</td>
<td>Single</td>
</tr>
</tbody>
</table>
Throughout the game, you come across enemies that possess attacks or skills you can learn. Such skills are relatively common, and you can usually learn several per dungeon—though they may be mostly doubles of skills you could learn elsewhere. To learn a skill, use the Guard command. If the enemy uses a skill that you can learn, your character gains the skill. You can then equip the skill on different party members in your camp.

While some skills become available simply by waiting for the enemy to use them, in many cases certain circumstances must exist before an enemy will use a particular skill. Most often, you must wait for a certain number of turns to pass, or cause a particular amount of damage. Masters will also teach you some skills. To learn a skill, you must first find the master and become his or her apprentice. After that, fulfill certain conditions, and the skill is yours.
### Magic and Skills

<table>
<thead>
<tr>
<th>Spell</th>
<th>AP</th>
<th>Effect</th>
<th>Target</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>2. Risky Blow</em></td>
<td>0</td>
<td>40 percent chance of hit; Critical Hit if it does hit</td>
<td>Single</td>
</tr>
<tr>
<td><em>3. Shadowwalk</em></td>
<td>12</td>
<td>100 percent chance of Critical Hit</td>
<td>Single</td>
</tr>
<tr>
<td><em>4. Disembowel</em></td>
<td>0</td>
<td>Max HP temporarily reduced 10 percent; performs a critical hit</td>
<td>Single</td>
</tr>
<tr>
<td><em>5. Super Combo</em></td>
<td>12</td>
<td>Number of hits equals the number of buttons you press</td>
<td>Single</td>
</tr>
<tr>
<td><em>6. Magic Ball</em></td>
<td>5</td>
<td>Causes damage based on 25 percent of the target's defense</td>
<td>Single</td>
</tr>
<tr>
<td><em>7. Blitz</em></td>
<td>0</td>
<td>Randomly hits enemies with four to seven attacks; user loses 25 percent life</td>
<td>All</td>
</tr>
<tr>
<td><em>8. SwordBreaker</em></td>
<td>2</td>
<td>Attack that does damage and lowers target's power 20 percent</td>
<td>Single</td>
</tr>
<tr>
<td><em>9. Megaphone</em></td>
<td>4</td>
<td>Increases all enemies' power 40 percent, decreases all enemies' defenses 40 percent</td>
<td>All</td>
</tr>
<tr>
<td><em>10. Snap</em></td>
<td>2</td>
<td>Attack that does damage and lowers target's defense 20 percent</td>
<td>Single</td>
</tr>
<tr>
<td><em>11. Molasses</em></td>
<td>2</td>
<td>Attack that lowers the target's agility</td>
<td>Single</td>
</tr>
<tr>
<td><em>12. Chlorine</em></td>
<td>2</td>
<td>Attack that has a chance of poisoning the target</td>
<td>Single</td>
</tr>
</tbody>
</table>

**Obtained From**

- BeeTroop: Will use once its shield is broken
- Cyclops: Will use while it has its club
- Chingol: 50 percent chance of use after turn two
- Army Rat: Will use when below 25 percent hit points
- Master Bunyan: Do more than 8,000 damage in a single attack
- Shadow: 75 percent chance of use on even-numbered turns
- Master Kryrik: Do more than a 70-hit combo attack
- Master Una: Do more than 3,000 damage in a combo attack
- Gold Fly: 40 percent chance of use on turn one
- Mouse: 50 percent chance of use on turn one, 25 percent chance of use after
- Rat Pack: 50 percent chance of use
- Shade: Low chance of use
- Bad Cowl: 50 percent chance of use
- Gasper: Will use after turn two
- Toxic Fly: 50 percent chance of use
- Rat: Low chance of use
- Gold Fly: 35 percent chance of use on turn one
- Puppeteer: Low chance of use
- Varen: 75 percent chance of use on turn one
- Angler: 25 percent chance of use
### 13. Knock Out

**AP:** 2  
**Effect:** Attack that has a chance of putting the target to sleep  
**Target:** Single

**Obtained From:**  
- *Krabby:* Chance of using as long as it has its pincer  
- *Bolt Tip:* 40 percent chance of use  
- *Puppetet:* Low chance of use  
- *Tilan:* Will use if there is a Shade in the battle

### 14. Feint

**AP:** 2  
**Effect:** Attacks and confuses the target  
**Target:** Single

**Obtained From:**  
- *Caterpie:* 25 percent chance of use, 75 percent chance below 25 percent HP  
- *Cadaver:* 50 percent chance of use, 75 percent chance below 25 percent HP  
- *ZombieDr:* 40 percent chance of use  
- *Grunt A:* 25 percent chance of use  
- *Angler:* 25 percent chance of use

### 15. Blind

**AP:** 2  
**Effect:** Attack that has a chance of blinding the target  
**Target:** Single

**Obtained From:**  
- *Scorpion:* 50 percent chance of use  
- *Decoy:* 25 percent chance of use  
- *MaskGrub:* 50 percent chance of use  
- *Grunt A:* 25 percent chance of use

### 16. Muffle

**AP:** 2  
**Effect:** Attack that has a chance of muting the target  
**Target:** Single

**Obtained From:**  
- *Puppetet:* Low chance of use  
- *Saruga:* 50 percent chance of use

### 17. Hir Raid

**AP:** 4  
**Effect:** Ranged attack that has a chance of stunning target  
**Target:** Single

**Obtained From:**  
- *Bumble:* 40 percent chance of use  
- *Crawler:* 50 percent chance of use
24. Counter
AP: 1
Effect: 100 percent chance of counterattacking
Target: Self

Obtained From
Mask: 75 percent chance of use on turn one,
50 percent chance of use after
Skill: Will use on odd-numbered turns
Master Bunyan: Do more than 5,000 damage in a single attack

25. Supplication
AP: 0
Effect: Healing Magic +1, Dodge chance +50 percent
Target: Self

Obtained From
Master Isla: Ryu must be at least level 20

26. Last Resort
AP: 0
Effect: Adds your defense to your power and gives
you a defense of zero
Target: Self

Obtained From
Bilbao: 75 percent chance of use on turn one

27. Celebrity
AP: 0
Effect: Doubles power, defense, agility, and
wisdom once every three hours
Target: Self

Obtained From
Master Abbess: Defeat more than 100 enemies

28. Final Hope
AP: 0
Effect: Become invincible for three turns, but then you die.
Can only be used once every three hours.
Target: Self

Obtained From
Master Bunyan: Do more than 12,000 damage in a single attack

29. Shout
AP: 0
Effect: Chance of stunning everyone in the battle
Target: All

Obtained From
Master Kahn: Fight more than 400 battles

30. Sanctuary
AP: 8
Effect: All assistance magic is canceled out
Target: Everyone

Obtained From
Won-O: Low chance of use
A-tur: Low chance of use
Astral: Low chance of use
Master Abbess: Defeat more than 85 enemies

31. Command
AP: 0
Effect: Sets a target for others to attack;
works even for confused allies
Target: Single

Obtained From
Red CAP: Must be a Cap present in the battle
Bad Coin: Must be a Mud Pup present in the battle

32. Rest
AP: 0
Effect: Recover 50 HP and 5 AP
Target: Self

Obtained From
Eye Goo: High chance of use after turn six
Yooh: Will use after turn two

33. Snooze
AP: 0
Effect: Recover max HP and AP, but get put to Sleep
Target: Self

Obtained From
Tadpole: Will use when it has at least 50 percent HP
Mud Pup: Chance of use on turn two

34. Palliate
AP: 20
Effect: Restores HP and cure status ailments
Target: Single

Obtained From
Lampkin: Will use after you employ either a Croc Tear
or Moon Tear on them

35. Transfer
AP: 20
Effect: Gives 20 AP to another character
Target: Single

Obtained From
Istall: Will use on ally with more than 50 percent HP remaining
36. Benediction
AP: 45
Effect: Chance of reviving dead party members with 25 percent HP
Target: All

Obtained From
Master Lyra: Ryu must be at least level 35

37. Steal
AP: 0
Effect: Steal an item from an enemy. The chance of stealing the item equals the chance of the monster dropping it.
Target: Single

Obtained From
Master Stoll: Get more than 80 different types of items

38. Pillfer
AP: 0
Effect: Steal an item from an enemy and do damage at the same time. The chance of stealing the item equals the chance of the monster dropping it.
Target: Single

Obtained From
Master Lina: Do more than 1,500 damage in a combo attack

39. Monopolize
AP: 0
Effect: All experience earned from battle goes to the user
Target: Self

Obtained From
Master Marlok: Bring him an Electrum Ball

40. Charm
AP: 3
Effect: Increase chance of items being dropped at end of battle
Target: Single

Obtained From
Master Marlok: Bring him a Copper Ball

41. Double Blow
AP: 5
Effect: Attacks two times
Target: Single

Obtained From
LizardMen: Chance of use after turn two
NutTroop: Chance of use
Egg Gang: 25 percent chance of use
MaskCroh: Will use if you perform a five-hit combo
Guardian: Chance of use on turn two
BoltArch: 25 percent chance of use
Kolpum: Will use prior to an elemental spell being cast on it

42. Multistrike
AP: 5
Effect: Randomly attacks between one and three times
Target: Single

Obtained From
Karon: 25 percent chance of use
BoltArch: Will use if ally dies

43. Triple Blow
AP: 8
Effect: Attack three times in a row
Target: Single

Obtained From
Gecko: Will use after turn two
Horseman: 25 percent chance of use
Guardian: Will use after turn three

44. Oracle
AP: 2
Effect: Attack using wisdom in place of power.
Does 2 times the damage on demons.
Target: Single

Obtained From
Master Momo: Play the game more than 40 hours.

45. Spray
AP: 2
Effect: Attack using defense in place of power.
Does 2 times the damage on insects.
Target: Single

Obtained From
Master Momo: Play the game more than 25 hours

46. Clip
AP: 2
Effect: Attack using agility in place of power.
Does 2 times the damage on plants.
Target: Single

Obtained From
Master Momo: Play the game more than 50 hours
**47. SpiritBlast**

AP: 0
Effect: Attack that ignores target's defense
Target: Single

**Obtained From**

- Cyclops: Will use once its club is broken
- Titan: Will use after his Shade dies
- DeathBot: Chance of use after turn four
- Master Kryrik: Do more than a 40-hit combo attack

**48. Cleave**

AP: 3
Effect: Attack that ignores targets' defense
Target: All

**Obtained From**

- Gecko: Will use after turn two
- Rider: Chance of use on even-numbered turns
- Master Kryrik: Do more than a 50 hit combo attack

**49. Flame Strike**

AP: 2
Effect: Attack that does fire-based damage
Target: Single

**Obtained From**

- Snaply: 50 percent chance of use
- Kolpum: Will use after you cast a fire elemental spell on it
- Drake: Will use after you cast a fire elemental spell on it
- Fire Ant: Will use while it still has its shield

**50. Wind Strike**

AP: 2
Effect: Attack that does wind-based damage
Target: Single

**Obtained From**

- LizardMx: Chance of use after turn two
- Kolpum: Will use after you cast a wind elemental spell on it

**51. Frost Strike**

AP: 2
Effect: Attack that does water-based damage
Target: Single

**Obtained From**

- BlueBall: Will use after you cast a water-elemental spell on them
- Kolpum: Will use after you cast a water-elemental spell on them

**52. Staring Sand**

AP: 2
Effect: Attack that does earth-based damage
Target: Single

**Obtained From**

- Kolpum: Will use after you cast an earth elemental spell on it
- Sandclaw: 50 percent chance of use

**53. Holy Strike**

AP: 2
Effect: Attack that does holy-based damage
Target: Single

**Obtained From**

- Kolpum: Will use after you cast a holy elemental spell on it
- Master Ryta: Ryu must be at least level 25

**54. Backhand**

AP: 0
Effect: Chance of leaving the target with 1 HP
Target: Single

**Obtained From**

- Master Runvan: Do more than 5,000 damage in a single attack

**55. Timed Blow**

AP: 13
Effect: User does damage equal to their remaining HP, and then dies
Target: Single

**Obtained From**

- BlackGoo: Will use at 25 percent HP
- Gongo: Will use after it is attacked
- Baby Goo: Chance of use near death

**56. Coward's Way**

AP: 2
Effect: Damage determined by the number of times you have retreated from battles
Target: Single

**Obtained From**

- Master Stoll: Get more than 120 different types of items

**57. Reversal**

AP: 0
Effect: The fewer HP the user has, the more damage it does.
Target: Single

**Obtained From**

- SaltClaw: Will use when low in HP
- MaskCrab: Do more than a 10-hit combo

**58. Egghead**

AP: 0
Effect: User is transformed into an egg
Target: Self

**Obtained From**

- Master Momo: Play the game more than 50 hours
59. Douse

AP: 1
Effect: Target's fire resistance becomes zero
Target: Single

60. Curse

AP: 15
Effect: Chance of cutting targets' HP in half
Target: All

61. Sacrifice

AP: 15
Effect: Chance of Targets' HP being reduced to one, user is killed
Target: All

62. Faerie Breath

AP: 20
Effect: Heal all of your characters HP, a chance of curing status ailments
Target: Party

63. War Shout

AP: 20
Effect: Raise power of front row
Target: Party

64. Faerie Attack

AP: 20
Effect: Faeries drop bombs on the enemies
Target: All

65. Faerie Charge

AP: 20
Effect: Faeries circle and then attack random enemies
Target: All

Obtained From

Master Njomo: Once you have 20 or more Faeries in the Faerie Village

66. Ebonfire

AP: 9
Effect: Non-elemental magic attack
Target: Single

Obtained From

BlackGoo: Will use if Ryu is above level 50
Gulper: 12.5 percent chance of use when they have sufficient AP. They start with none, so you must refill them with an item.
Dragonne: Low chance of use
**67. Roulette**

**AP:** 0  
**Effect:** A randomly chosen enemy or ally randomly does one of its attacks on a random target. Now that’s a lot of randomness!  
**Target:** Self

**Obtained From**  
Master Marlock: Bring him a PlatinumBall

**68. Mind Flay**

**AP:** 2  
**Effect:** 50 percent damage and can lower wisdom 20 percent  
**Target:** Single

**Obtained From**  
BoltArch: 25 percent chance of use  
Cracker: 75 percent chance of use in the first turn, 50 percent chance of use after

**69. Burn**

**AP:** 1  
**Effect:** Causes minor fire damage  
**Target:** Single

**Obtained From**  
Mage Gun: 50 percent chance of use  
Baby Gun: 50 percent chance of use  
Drake: 50 percent chance of use  
MorphGun: 25 percent chance of use  
Joh: 25 percent chance of use

**70. Eddy**

**AP:** 2  
**Effect:** Causes minor wind damage  
**Target:** Single

**Obtained From**  
Wyd: Chance of use on turn three  
MorphGun: 25 percent chance of use  
Master Revolt: Do more than five hits in a combo attack

**71. Icicle**

**AP:** 4  
**Effect:** Causes moderate water damage  
**Target:** Single

**Obtained From**  
GooGun: Will use if you do more than a five-hit combo in turn one  
Icebreak: Will use after another Icebreak dies  
MorphGun: 25 percent chance of use

**72. Plateau**

**AP:** 5  
**Effect:** Causes moderate earth damage  
**Target:** Single

**Obtained From**  
MorphGun: 25 percent chance of use  
Master Revolt: Do more than 10 hits in a combo attack

**73. Target**

**AP:** 1  
**Effect:** Unavoidable attack that only does half damage  
**Target:** Single

**Obtained From**  
Sporen: Chance of use  
Shadows: 75 percent chance of use on odd-numbered turns  
Stingfly: 25 percent chance of use  
EliteTrp: 25 percent chance of use

**74. Tiger Fist**

**AP:** 6  
**Effect:** Attack that combines power and agility to determine both damage and accuracy  
**Target:** All

**Obtained From**  
Master Kahn: Fight more than 500 battles

**75. Flex**

**AP:** 0  
**Effect:** Chance of poisoning everyone  
**Target:** All

**Obtained From**  
Master Kahn: Fight more than 600 battles

**76. Flame Pillar**

**AP:** 8  
**Effect:** Causes major fire damage  
**Target:** Single

**Obtained From**  
MorphGun: 25 percent chance of use  
Master Revolt: Do more than 20 hits in a combo attack

---

**Note:** This page contains a list of magic and skills with their respective AP costs, effects, and targets. Each skill has an associated method of obtaining it, which is listed in the **Obtained From** section. The skills vary in their effects, such as causing damage, using magic, or combining power and agility. The page also includes illustrations of some skills, like the 'MorphGun' and 'Master Revolt' for '72. Plateau'.
## Items

### Recovery Items

<table>
<thead>
<tr>
<th>Item Name</th>
<th>Effect</th>
<th>Target</th>
<th>Used</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ambrosia</td>
<td>Recover all Dragons' HP</td>
<td>Ryu and Fou-Lu</td>
<td>Battle</td>
<td>5,000 z</td>
</tr>
<tr>
<td>Ammonia</td>
<td>Revive defeated character with 25% of his her HP</td>
<td>Single</td>
<td>Both</td>
<td>250 z</td>
</tr>
<tr>
<td>Antidote</td>
<td>Cure Poison</td>
<td>Single</td>
<td>Both</td>
<td>12 z</td>
</tr>
<tr>
<td>Apple</td>
<td>Recover 100 HP</td>
<td>Single</td>
<td>Both</td>
<td>10 z</td>
</tr>
<tr>
<td>Berries</td>
<td>Recover 50 HP</td>
<td>Single</td>
<td>Both</td>
<td>8 z</td>
</tr>
<tr>
<td>Croc Tear</td>
<td>Recover 20 HP and chance of curing Status Ailments</td>
<td>Single</td>
<td>Both</td>
<td>4 z</td>
</tr>
<tr>
<td>Eye Drops</td>
<td>Cure Blindness</td>
<td>Single</td>
<td>Both</td>
<td>14 z</td>
</tr>
<tr>
<td>Healing Herb</td>
<td>Recover 500 HP</td>
<td>Single</td>
<td>Both</td>
<td>20 z</td>
</tr>
<tr>
<td>Jabbergrass</td>
<td>Cure Muteness</td>
<td>Single</td>
<td>Both</td>
<td>20 z</td>
</tr>
<tr>
<td>Moon Tears</td>
<td>Recover all HP and cures all Status Ailments</td>
<td>All</td>
<td>Both</td>
<td>2,000 z</td>
</tr>
<tr>
<td>MultiVitamin</td>
<td>Recover 1,500 HP</td>
<td>Single</td>
<td>Both</td>
<td>500 z</td>
</tr>
<tr>
<td>Panacea</td>
<td>Cures all Status Ailments</td>
<td>Single</td>
<td>Both</td>
<td>100 z</td>
</tr>
<tr>
<td>Rice Ball</td>
<td>Recover 1,500 HP</td>
<td>Single</td>
<td>Both</td>
<td>500 z</td>
</tr>
<tr>
<td>SuperVitamin</td>
<td>Recover all HP</td>
<td>Single</td>
<td>Both</td>
<td>600 z</td>
</tr>
<tr>
<td>Vitamin</td>
<td>Recover 800 HP</td>
<td>Single</td>
<td>Both</td>
<td>100 z</td>
</tr>
<tr>
<td>Vitamins</td>
<td>Recover 1,000 HP</td>
<td>Party</td>
<td>Both</td>
<td>1,000 z</td>
</tr>
<tr>
<td>Wisdom Fruit</td>
<td>Recover 130 AP</td>
<td>Single</td>
<td>Both</td>
<td>2,300 z</td>
</tr>
<tr>
<td>Wisdom Seed</td>
<td>Recover 50 AP</td>
<td>Single</td>
<td>Both</td>
<td>800 z</td>
</tr>
</tbody>
</table>

### Statistic Up Items

<table>
<thead>
<tr>
<th>Item Name</th>
<th>Effect</th>
<th>Target</th>
<th>Used</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dark Drought</td>
<td>Chance of Critical Hit, Learning, Counterattacks, and Accuracy + 10% until you rest</td>
<td>Single</td>
<td>Field</td>
<td>2,800 z</td>
</tr>
<tr>
<td>Dodge Seed</td>
<td>Dodge +20% until you rest</td>
<td>Single</td>
<td>Field</td>
<td>280 z</td>
</tr>
<tr>
<td>Dragon Scale</td>
<td>Defense up 20% temporarily</td>
<td>Single</td>
<td>Battle</td>
<td>200 z</td>
</tr>
<tr>
<td>Draught +</td>
<td>Power, Defense, Agility, and Wisdom +10 until you rest</td>
<td>Single</td>
<td>Field</td>
<td>2,500 z</td>
</tr>
<tr>
<td>Earth Seed</td>
<td>Earth Resistance +2 until you rest</td>
<td>Single</td>
<td>Field</td>
<td>1,000 z</td>
</tr>
<tr>
<td>Elixir +</td>
<td>All Elemental Resistance +2 until you rest</td>
<td>Single</td>
<td>Field</td>
<td>5,000 z</td>
</tr>
<tr>
<td>Elixir</td>
<td>All Elemental Resistance +1 until you rest</td>
<td>Single</td>
<td>Field</td>
<td>1,200 z</td>
</tr>
<tr>
<td>Fire Seed</td>
<td>Fire Resistance +2 until you rest</td>
<td>Single</td>
<td>Field</td>
<td>500 z</td>
</tr>
<tr>
<td>Fish-head</td>
<td>Wisdom +1</td>
<td>Single</td>
<td>Field</td>
<td>400 z</td>
</tr>
<tr>
<td>Ginseng</td>
<td>Power up 20% temporarily</td>
<td>Single</td>
<td>Battle</td>
<td>200 z</td>
</tr>
<tr>
<td>Hard Seed</td>
<td>Defense +10 until you rest</td>
<td>Single</td>
<td>Field</td>
<td>250 z</td>
</tr>
<tr>
<td>Heartband</td>
<td>Wisdom up 20% temporarily</td>
<td>Single</td>
<td>Battle</td>
<td>200 z</td>
</tr>
<tr>
<td>Holy Seed</td>
<td>Healing Magic Strength +1 until you rest</td>
<td>Single</td>
<td>Field</td>
<td>700 z</td>
</tr>
<tr>
<td>Life Shard</td>
<td>Max HP +10</td>
<td>Single</td>
<td>Field</td>
<td>400 z</td>
</tr>
<tr>
<td>Magic Shard</td>
<td>Max AP +1</td>
<td>Single</td>
<td>Field</td>
<td>400 z</td>
</tr>
<tr>
<td>Phoenix Seed</td>
<td>Death Resistance +2 until you rest</td>
<td>Single</td>
<td>Field</td>
<td>500 z</td>
</tr>
<tr>
<td>Power Food</td>
<td>Power +1</td>
<td>Single</td>
<td>Field</td>
<td>400 z</td>
</tr>
<tr>
<td>Protein</td>
<td>Defense +1</td>
<td>Single</td>
<td>Field</td>
<td>400 z</td>
</tr>
<tr>
<td>Reflex Seed</td>
<td>Accuracy +15% until you rest</td>
<td>Single</td>
<td>Field</td>
<td>280 z</td>
</tr>
<tr>
<td>Sage Seed</td>
<td>Wisdom +10 until you rest</td>
<td>Single</td>
<td>Field</td>
<td>250 z</td>
</tr>
<tr>
<td>Sight Seed</td>
<td>Chance of Learning +50% until you rest</td>
<td>Single</td>
<td>Field</td>
<td>280 z</td>
</tr>
<tr>
<td>Speed Seed</td>
<td>Agility +10 until you rest</td>
<td>Single</td>
<td>Field</td>
<td>250 z</td>
</tr>
<tr>
<td>Spirit Seed</td>
<td>Mind Resistance +2 until you rest</td>
<td>Single</td>
<td>Field</td>
<td>500 z</td>
</tr>
<tr>
<td>Strike Seed</td>
<td>Power +10 until you rest</td>
<td>Single</td>
<td>Field</td>
<td>250 z</td>
</tr>
<tr>
<td>Swallow Eye</td>
<td>Agility +1</td>
<td>Single</td>
<td>Field</td>
<td>280 z</td>
</tr>
<tr>
<td>Target Seed</td>
<td>Chance of Counterattack +20% until you rest</td>
<td>Single</td>
<td>Field</td>
<td>280 z</td>
</tr>
<tr>
<td>Vigor Seed</td>
<td>Status Change Resistance +2 until you rest</td>
<td>Single</td>
<td>Field</td>
<td>500 z</td>
</tr>
<tr>
<td>Wassail +</td>
<td>Mind and Status Change Resistance +3 until you rest</td>
<td>Single</td>
<td>Field</td>
<td>5,000 z</td>
</tr>
<tr>
<td>Wassail</td>
<td>Mind and Status Change Resistance +3 until you rest</td>
<td>Single</td>
<td>Field</td>
<td>1,200 z</td>
</tr>
<tr>
<td>Water Seed</td>
<td>Water Resistance +2 until you rest</td>
<td>Single</td>
<td>Field</td>
<td>500 z</td>
</tr>
<tr>
<td>Wind Seed</td>
<td>Wind Resistance +2 until you rest</td>
<td>Single</td>
<td>Field</td>
<td>500 z</td>
</tr>
</tbody>
</table>
## Offensive Items

<table>
<thead>
<tr>
<th>Item Name</th>
<th>Effect</th>
<th>Target</th>
<th>Used</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Belladonna</td>
<td>Instantly kill target</td>
<td>Single Enemy</td>
<td>Battle</td>
<td>200 z</td>
</tr>
<tr>
<td>Dynamite</td>
<td>Causes major Earth damage</td>
<td>All Enemies</td>
<td>Battle</td>
<td>500 z</td>
</tr>
<tr>
<td>Electrocde</td>
<td>Causes moderate Earth damage</td>
<td>Single Enemy</td>
<td>Battle</td>
<td>250 z</td>
</tr>
<tr>
<td>Firecracker</td>
<td>Causes major Fire damage</td>
<td>Single Enemy</td>
<td>Battle</td>
<td>700 z</td>
</tr>
<tr>
<td>Flash Grenade</td>
<td>Blinds target</td>
<td>Single Enemy</td>
<td>Battle</td>
<td>10 z</td>
</tr>
<tr>
<td>Icicle</td>
<td>Causes major Water damage</td>
<td>All Enemies</td>
<td>Battle</td>
<td>600 z</td>
</tr>
<tr>
<td>Knockout Gas</td>
<td>Puts target to sleep</td>
<td>Single Enemy</td>
<td>Battle</td>
<td>10 z</td>
</tr>
<tr>
<td>Molotov</td>
<td>Causes minor Fire damage</td>
<td>Single Enemy</td>
<td>Battle</td>
<td>100 z</td>
</tr>
<tr>
<td>Mouth Gag</td>
<td>Mutes target</td>
<td>Single Enemy</td>
<td>Battle</td>
<td>100 z</td>
</tr>
<tr>
<td>Napalm</td>
<td>Causes moderate Fire and Wind damage</td>
<td>All Enemies</td>
<td>Battle</td>
<td>800 z</td>
</tr>
<tr>
<td>Poison Powder</td>
<td>Poisons target</td>
<td>Single Enemy</td>
<td>Battle</td>
<td>100 z</td>
</tr>
<tr>
<td>Straw</td>
<td>Absorb HP from target</td>
<td>Single Enemy</td>
<td>Battle</td>
<td>10 z</td>
</tr>
<tr>
<td>Taser</td>
<td>Causes major Wind and Water damage</td>
<td>All Enemies</td>
<td>Battle</td>
<td>1,200 z</td>
</tr>
<tr>
<td>Void Sphere</td>
<td>Causes major Wind damage</td>
<td>All Enemies</td>
<td>Battle</td>
<td>500 z</td>
</tr>
<tr>
<td>Water Bomb</td>
<td>Causes minor Water damage</td>
<td>Single Enemy</td>
<td>Battle</td>
<td>100 z</td>
</tr>
<tr>
<td>Weather Vane</td>
<td>Causes minor Wind damage</td>
<td>Single Enemy</td>
<td>Battle</td>
<td>100 z</td>
</tr>
</tbody>
</table>

## Other Items

<table>
<thead>
<tr>
<th>Item Name</th>
<th>Effect</th>
<th>Target</th>
<th>Used</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aurum</td>
<td>Assign learned skills in camp</td>
<td>Field</td>
<td>10 z</td>
<td></td>
</tr>
<tr>
<td>Bird Drop</td>
<td>None</td>
<td>Both</td>
<td>2 z</td>
<td></td>
</tr>
<tr>
<td>Ivory Dice</td>
<td>Increases Zenny and experience received in combat</td>
<td>Single Enemy</td>
<td>Battle</td>
<td>500 z</td>
</tr>
<tr>
<td>Rotten Meat</td>
<td>None</td>
<td>Both</td>
<td>2 z</td>
<td></td>
</tr>
<tr>
<td>Scorched Rice</td>
<td>None</td>
<td>Both</td>
<td>2 z</td>
<td></td>
</tr>
</tbody>
</table>

## Fish

<table>
<thead>
<tr>
<th>Item Name</th>
<th>Effect</th>
<th>Target</th>
<th>Used</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acheron</td>
<td>Revive defeated character with 50% of his or her HP</td>
<td>Everyone</td>
<td>Both</td>
<td>250 z</td>
</tr>
<tr>
<td>Angelfish</td>
<td>Causes major Water and Earth damage</td>
<td>Single Enemy</td>
<td>Battle</td>
<td>350 z</td>
</tr>
<tr>
<td>Angler</td>
<td>Recover all HP and cures all Status Ailments</td>
<td>All Enemies</td>
<td>Battle</td>
<td>1,000 z</td>
</tr>
<tr>
<td>Barandy</td>
<td>Recover 300 HP</td>
<td>Single</td>
<td>Both</td>
<td>1,400 z</td>
</tr>
<tr>
<td>Bass</td>
<td>Recover 1,200 HP</td>
<td>Single</td>
<td>Both</td>
<td>70 z</td>
</tr>
<tr>
<td>Black Bass</td>
<td>Recover 100 AP</td>
<td>Single</td>
<td>Both</td>
<td>250 z</td>
</tr>
<tr>
<td>Black Porgy</td>
<td>Cures Poison</td>
<td>Single</td>
<td>Both</td>
<td>1,000 z</td>
</tr>
<tr>
<td>Blowfish</td>
<td>Causes minor Water damage</td>
<td>Single</td>
<td>Both</td>
<td>150 z</td>
</tr>
<tr>
<td>Blue Gill</td>
<td>Defense up 20% temporarily</td>
<td>Single</td>
<td>Battle</td>
<td>200 z</td>
</tr>
<tr>
<td>Brownetail</td>
<td>Causes moderate Earth and Fire damage</td>
<td>All Enemies</td>
<td>Battle</td>
<td>600 z</td>
</tr>
<tr>
<td>Bullcat</td>
<td>Recover 800 HP</td>
<td>Party</td>
<td>Both</td>
<td>800 z</td>
</tr>
<tr>
<td>Flabfish</td>
<td>Cures all Status Ailments</td>
<td>Single</td>
<td>Both</td>
<td>300 z</td>
</tr>
<tr>
<td>Flying Fish</td>
<td>Recover 100 HP and chance of curing Status Ailments</td>
<td>Single</td>
<td>Both</td>
<td>30 z</td>
</tr>
<tr>
<td>Jellyfish</td>
<td>Recover 50 HP</td>
<td>Single</td>
<td>Both</td>
<td>4 z</td>
</tr>
<tr>
<td>Man-o'-War</td>
<td>Recover 50 HP</td>
<td>Single</td>
<td>Both</td>
<td>4 z</td>
</tr>
<tr>
<td>Martian Squid</td>
<td>Nullifies assist magic</td>
<td>Everyone</td>
<td>Battle</td>
<td>400 z</td>
</tr>
<tr>
<td>Moorfish</td>
<td>75% chance of reviving defeated character with 1 HP</td>
<td>Single</td>
<td>Battle</td>
<td>100 z</td>
</tr>
<tr>
<td>Octopus</td>
<td>Blinds targets</td>
<td>All Enemies</td>
<td>Battle</td>
<td>400 z</td>
</tr>
<tr>
<td>Piranha</td>
<td>Recover 150 HP</td>
<td>Single</td>
<td>Both</td>
<td>50 z</td>
</tr>
<tr>
<td>Rainbow Trout</td>
<td>Power up 50% temporarily</td>
<td>Single</td>
<td>Battle</td>
<td>300 z</td>
</tr>
<tr>
<td>Salmon</td>
<td>Recover 50 AP</td>
<td>Party</td>
<td>Both</td>
<td>1,000 z</td>
</tr>
<tr>
<td>Sea Bass</td>
<td>Recover 400 HP</td>
<td>Single</td>
<td>Both</td>
<td>30 z</td>
</tr>
<tr>
<td>Sea Bream</td>
<td>Recover 50 AP</td>
<td>Single</td>
<td>Both</td>
<td>350 z</td>
</tr>
<tr>
<td>Spearfish</td>
<td>Recover 1,500 HP</td>
<td>Party</td>
<td>Both</td>
<td>1,500 z</td>
</tr>
<tr>
<td>Sturgeon</td>
<td>75% chance of reviving defeated characters with 25% of their HP</td>
<td>Party</td>
<td>Both</td>
<td>1,800 z</td>
</tr>
<tr>
<td>Sweetfish</td>
<td>Recover 5 AP</td>
<td>Single</td>
<td>Both</td>
<td>20 z</td>
</tr>
<tr>
<td>Trout</td>
<td>Recover 10 AP</td>
<td>Single</td>
<td>Both</td>
<td>50 z</td>
</tr>
<tr>
<td>Tuna</td>
<td>Recover all HP</td>
<td>Single</td>
<td>Both</td>
<td>700 z</td>
</tr>
<tr>
<td>Whale</td>
<td>Recover all HP and cures all Status Ailments</td>
<td>Party</td>
<td>Both</td>
<td>2,600 z</td>
</tr>
</tbody>
</table>
Meats

<table>
<thead>
<tr>
<th>Item Name</th>
<th>Effect</th>
<th>Target</th>
<th>Used</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flank</td>
<td>Recover 10 AP</td>
<td>Single</td>
<td>Both</td>
<td>300 z</td>
</tr>
<tr>
<td>Loins</td>
<td>Recover 800 HP</td>
<td>Party</td>
<td>Both</td>
<td>800 z</td>
</tr>
<tr>
<td>Ribs</td>
<td>Recover 500 HP</td>
<td>Single</td>
<td>Both</td>
<td>20 z</td>
</tr>
<tr>
<td>Roast</td>
<td>Recover 500 HP and chance of curing Status Ailments</td>
<td>Single</td>
<td>Both</td>
<td>100 z</td>
</tr>
</tbody>
</table>

Unique and Rare Items

<table>
<thead>
<tr>
<th>Item Name</th>
<th>Effect</th>
<th>Target</th>
<th>Used</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bent Screw</td>
<td>Can make armor for Ershin</td>
<td>—</td>
<td>—</td>
<td>10 z</td>
</tr>
<tr>
<td>Burnt Plug</td>
<td>Can make armor for Ershin</td>
<td>—</td>
<td>—</td>
<td>50 z</td>
</tr>
<tr>
<td>Dirty Filter</td>
<td>Can make armor for Ershin</td>
<td>—</td>
<td>—</td>
<td>20 z</td>
</tr>
<tr>
<td>Faerie Drop</td>
<td>Used to make King’s Sword</td>
<td>—</td>
<td>—</td>
<td>None</td>
</tr>
<tr>
<td>Glass Shard</td>
<td>Can make armor for Ershin</td>
<td>—</td>
<td>—</td>
<td>30 z</td>
</tr>
<tr>
<td>Iron Scrapes</td>
<td>Can make armor for Ershin</td>
<td>—</td>
<td>—</td>
<td>20 z</td>
</tr>
<tr>
<td>Mozvseed</td>
<td>Cures all Status Ailments and can be used to make medicine</td>
<td>Single</td>
<td>Both</td>
<td>100 z</td>
</tr>
<tr>
<td>Old Tire</td>
<td>Can make armor for Ershin</td>
<td>—</td>
<td>—</td>
<td>40 z</td>
</tr>
<tr>
<td>Rusty Pipe</td>
<td>Can make armor for Ershin</td>
<td>—</td>
<td>—</td>
<td>80 z</td>
</tr>
<tr>
<td>Ship Parts</td>
<td>Used to make Sandfiller Parts</td>
<td>—</td>
<td>—</td>
<td>None</td>
</tr>
<tr>
<td>Stamp Card</td>
<td>Used to make Sandfiller Parts</td>
<td>—</td>
<td>—</td>
<td>None</td>
</tr>
</tbody>
</table>

Equipment

Weapons

<table>
<thead>
<tr>
<th>Name</th>
<th>Hits</th>
<th>Power</th>
<th>Destruct</th>
<th>Weight</th>
<th>Element</th>
<th>Cost</th>
<th>Notes</th>
<th>Users(s)</th>
<th>Found</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arquebus</td>
<td>1</td>
<td>70</td>
<td>1</td>
<td>2</td>
<td>6</td>
<td>6,800</td>
<td></td>
<td>Ursula</td>
<td>Shop</td>
</tr>
<tr>
<td>Ascension</td>
<td>1</td>
<td>95</td>
<td>3</td>
<td>6</td>
<td>Holy</td>
<td>16,000</td>
<td>Critical Hit +5%</td>
<td>Ryu,Seias</td>
<td>Dungeon</td>
</tr>
<tr>
<td>Atomic Punch</td>
<td>1</td>
<td>93</td>
<td>5</td>
<td>1</td>
<td>—</td>
<td>10,000</td>
<td></td>
<td>Ershin</td>
<td>Dungeon</td>
</tr>
<tr>
<td>Bamboo Stick</td>
<td>1</td>
<td>8</td>
<td>2</td>
<td>3</td>
<td>—</td>
<td>150</td>
<td></td>
<td>Cray</td>
<td>Shop</td>
</tr>
<tr>
<td>Barbarossa</td>
<td>1</td>
<td>112</td>
<td>1</td>
<td>8</td>
<td>—</td>
<td>18,000</td>
<td></td>
<td>Ryu,Seias</td>
<td>Shop</td>
</tr>
<tr>
<td>Bastard Sword</td>
<td>1</td>
<td>42</td>
<td>3</td>
<td>6</td>
<td>—</td>
<td>3,200</td>
<td></td>
<td>Ryu</td>
<td>Shop</td>
</tr>
<tr>
<td>Battle Rod</td>
<td>1</td>
<td>5</td>
<td>1</td>
<td>1</td>
<td>—</td>
<td>50</td>
<td></td>
<td>Nina</td>
<td>Nina start</td>
</tr>
<tr>
<td>Biter</td>
<td>2</td>
<td>61</td>
<td>2</td>
<td>2</td>
<td>—</td>
<td>6,200</td>
<td></td>
<td>Nina</td>
<td>Shop</td>
</tr>
<tr>
<td>Blessed Staff</td>
<td>1</td>
<td>84</td>
<td>2</td>
<td>2</td>
<td>Holy</td>
<td>12,000</td>
<td>Can cast Heal, Holy and Death Resistance +1</td>
<td>Ryu,Seias</td>
<td>Shop</td>
</tr>
<tr>
<td>Bowie Knife</td>
<td>1</td>
<td>10</td>
<td>1</td>
<td>1</td>
<td>—</td>
<td>150</td>
<td></td>
<td>Ryu,Seias</td>
<td>Shop</td>
</tr>
<tr>
<td>Broad Sword</td>
<td>1</td>
<td>38</td>
<td>4</td>
<td>8</td>
<td>—</td>
<td>2,600</td>
<td>Defense +5</td>
<td>Ryu,Seias</td>
<td>Manillo</td>
</tr>
<tr>
<td>Broken Sword</td>
<td>1</td>
<td>4</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>40</td>
<td>Increased damage on Flies</td>
<td>Ryu</td>
<td>Event</td>
</tr>
<tr>
<td>Chopsticks</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>0</td>
<td>2</td>
<td>40</td>
<td></td>
<td>Ryu,Seias</td>
<td>Manillo</td>
</tr>
<tr>
<td>Claymore</td>
<td>1</td>
<td>56</td>
<td>2</td>
<td>8</td>
<td>—</td>
<td>5,200</td>
<td></td>
<td>Ryu,Seias</td>
<td>Shop</td>
</tr>
<tr>
<td>Cleaver</td>
<td>1</td>
<td>119</td>
<td>5</td>
<td>10</td>
<td>10</td>
<td>26,000</td>
<td>Damage times 1.5 on Dragons</td>
<td>Ryu,Seias</td>
<td>Monster</td>
</tr>
<tr>
<td>Crusher</td>
<td>1</td>
<td>86</td>
<td>5</td>
<td>8</td>
<td>8</td>
<td>9,400</td>
<td></td>
<td>Cray</td>
<td>Shop</td>
</tr>
<tr>
<td>Gudgeon</td>
<td>1</td>
<td>115</td>
<td>8</td>
<td>10</td>
<td>10</td>
<td>20,000</td>
<td></td>
<td>Cray</td>
<td>Shop</td>
</tr>
<tr>
<td>Calverin</td>
<td>1</td>
<td>108</td>
<td>1</td>
<td>6</td>
<td>6</td>
<td>50,000</td>
<td>Accuracy +20%, Critical Hit +5%</td>
<td>Ursula</td>
<td>Manillo</td>
</tr>
<tr>
<td>Cursed Sword</td>
<td>1</td>
<td>90</td>
<td>6</td>
<td>2</td>
<td>2</td>
<td>48,000</td>
<td>Damage modified by remaining HP; lose 1/16th of your HP each turn</td>
<td>Ryu</td>
<td>Monster</td>
</tr>
<tr>
<td>DamascusSword</td>
<td>1</td>
<td>104</td>
<td>4</td>
<td>5</td>
<td>10</td>
<td>14,500</td>
<td></td>
<td>Ryu,Seias</td>
<td>Shop</td>
</tr>
<tr>
<td>Dragon Blade</td>
<td>1</td>
<td>128</td>
<td>4</td>
<td>8</td>
<td>10</td>
<td>60,000</td>
<td>Can cast Might; damage times 1.5 on Dragons</td>
<td>Ryu</td>
<td>Event</td>
</tr>
<tr>
<td>Dragonglaver</td>
<td>1</td>
<td>70</td>
<td>7</td>
<td>15</td>
<td>15</td>
<td>6,000</td>
<td></td>
<td>Ryu,Seias</td>
<td>Manillo</td>
</tr>
<tr>
<td>Drill Punch</td>
<td>1</td>
<td>32</td>
<td>7</td>
<td>1</td>
<td>15</td>
<td>1,800</td>
<td></td>
<td>Ershin</td>
<td>Dungeon</td>
</tr>
<tr>
<td>Earth Claws</td>
<td>1</td>
<td>26</td>
<td>3</td>
<td>1</td>
<td>Earth</td>
<td>1,300</td>
<td></td>
<td>Ershin</td>
<td>Manillo</td>
</tr>
<tr>
<td>Earthbreaker</td>
<td>1</td>
<td>126</td>
<td>6</td>
<td>12</td>
<td>Earth</td>
<td>32,000</td>
<td></td>
<td>Cray</td>
<td>Monster</td>
</tr>
<tr>
<td>Electrifier</td>
<td>1</td>
<td>110</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>16,000</td>
<td></td>
<td>Ursula</td>
<td>Dungeon</td>
</tr>
<tr>
<td>Feather Sword</td>
<td>1</td>
<td>88</td>
<td>5</td>
<td>1</td>
<td>Fire</td>
<td>9,600</td>
<td></td>
<td>Ryu,Seias</td>
<td>Shop</td>
</tr>
<tr>
<td>Flaring</td>
<td>2</td>
<td>58</td>
<td>1</td>
<td>2</td>
<td>13</td>
<td>8,600</td>
<td></td>
<td>Ryu,Seias</td>
<td>Monster</td>
</tr>
<tr>
<td>Flamethrower</td>
<td>2</td>
<td>45</td>
<td>3</td>
<td>5</td>
<td>Fire</td>
<td>7,800</td>
<td></td>
<td>Ryu,Seias</td>
<td>Manillo</td>
</tr>
<tr>
<td>Flame Punch</td>
<td>1</td>
<td>20</td>
<td>5</td>
<td>1</td>
<td>Fire</td>
<td>550</td>
<td></td>
<td>Ryu,Seias</td>
<td>Monster</td>
</tr>
<tr>
<td>Flame Sword</td>
<td>2</td>
<td>35</td>
<td>1</td>
<td>2</td>
<td>Fire</td>
<td>4,800</td>
<td></td>
<td>Ryu,Seias</td>
<td>Monster</td>
</tr>
</tbody>
</table>
### Weapons (cont’d)

<table>
<thead>
<tr>
<th>Name</th>
<th>Hits</th>
<th>Power</th>
<th>Destruct</th>
<th>Weight</th>
<th>Element</th>
<th>Cost</th>
<th>Notes</th>
<th>User(s)</th>
<th>Found</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flamethrower</td>
<td>1</td>
<td>60</td>
<td>2</td>
<td>4</td>
<td>Fire</td>
<td>9,000</td>
<td>Can cast Fireblast</td>
<td>Ursula</td>
<td>Shop</td>
</tr>
<tr>
<td>Flintlock</td>
<td>2</td>
<td>42</td>
<td>1</td>
<td>2</td>
<td></td>
<td>5,200</td>
<td></td>
<td>Ursula</td>
<td>Shop</td>
</tr>
<tr>
<td>Fork</td>
<td>1</td>
<td>14</td>
<td>2</td>
<td>1</td>
<td></td>
<td>300</td>
<td>20% chance of Blinding target</td>
<td>Ershin</td>
<td>Monster</td>
</tr>
<tr>
<td>Giant Club</td>
<td>1</td>
<td>85</td>
<td>2</td>
<td>1</td>
<td></td>
<td>15,000</td>
<td>Damage time 1.5 on Demons</td>
<td>Ershin</td>
<td>Dungeon</td>
</tr>
<tr>
<td>GooglingSwd</td>
<td>1</td>
<td>98</td>
<td>5</td>
<td>16</td>
<td></td>
<td>12,000</td>
<td>25% chance of Stunning target</td>
<td>Cray</td>
<td>Monster</td>
</tr>
<tr>
<td>Hidden Dagger</td>
<td>1</td>
<td>42</td>
<td>3</td>
<td>4</td>
<td></td>
<td>600</td>
<td>Chance of Instant Kill</td>
<td>Ryu</td>
<td>Monster</td>
</tr>
<tr>
<td>Homing Bomb</td>
<td>1</td>
<td>40</td>
<td>2</td>
<td>1</td>
<td></td>
<td>4,900</td>
<td>Always hits</td>
<td>Scias</td>
<td>Monster</td>
</tr>
<tr>
<td>Ice Blade</td>
<td>1</td>
<td>50</td>
<td>2</td>
<td>8</td>
<td>Water</td>
<td>5,500</td>
<td>Puts target to Sleep</td>
<td>Scias</td>
<td>Dungeon</td>
</tr>
<tr>
<td>Ice Punch</td>
<td>1</td>
<td>22</td>
<td>3</td>
<td>1</td>
<td>Water</td>
<td>2,000</td>
<td>Scias</td>
<td>Scias</td>
<td>Scias</td>
</tr>
<tr>
<td>Jang do</td>
<td>2</td>
<td>22</td>
<td>1</td>
<td>3</td>
<td></td>
<td>2,000</td>
<td>Scias</td>
<td>Ryu</td>
<td>Scias</td>
</tr>
<tr>
<td>Katzbalger</td>
<td>1</td>
<td>30</td>
<td>2</td>
<td>4</td>
<td></td>
<td>1,800</td>
<td></td>
<td>Nina</td>
<td>Shop</td>
</tr>
<tr>
<td>King’s Sword</td>
<td>1</td>
<td>12</td>
<td>2</td>
<td>2</td>
<td>Holy</td>
<td>None</td>
<td>Damage affected by enemy’s Power</td>
<td>Cray</td>
<td>Manilla</td>
</tr>
<tr>
<td>Linked Pole</td>
<td>1</td>
<td>133</td>
<td>4</td>
<td>8</td>
<td></td>
<td>48,000</td>
<td></td>
<td>Cray</td>
<td>Cray</td>
</tr>
<tr>
<td>Log</td>
<td>1</td>
<td>15</td>
<td>3</td>
<td>4</td>
<td>Earth</td>
<td>5,500</td>
<td>Concentration +3</td>
<td>Ryu</td>
<td>Scias</td>
</tr>
<tr>
<td>Magic Wand</td>
<td>1</td>
<td>18</td>
<td>1</td>
<td>2</td>
<td></td>
<td>3,500</td>
<td></td>
<td>Nina</td>
<td>Shop</td>
</tr>
<tr>
<td>Mass Driver</td>
<td>1</td>
<td>104</td>
<td>7</td>
<td>1</td>
<td></td>
<td>800</td>
<td></td>
<td>Nina</td>
<td>Monster</td>
</tr>
<tr>
<td>Moon Sword</td>
<td>1</td>
<td>28</td>
<td>1</td>
<td>4</td>
<td></td>
<td>1,500</td>
<td></td>
<td>Scias</td>
<td>Manilla</td>
</tr>
<tr>
<td>Mortar</td>
<td>1</td>
<td>102</td>
<td>2</td>
<td>6</td>
<td>Fire</td>
<td>24,000</td>
<td>Critical Hit +5%</td>
<td>Scias</td>
<td>Manilla</td>
</tr>
<tr>
<td>MultiGun</td>
<td>2</td>
<td>40</td>
<td>1</td>
<td>2</td>
<td></td>
<td>2,500</td>
<td></td>
<td>Nina</td>
<td>Shop</td>
</tr>
<tr>
<td>Nunchaku</td>
<td>1</td>
<td>145</td>
<td>7</td>
<td>8</td>
<td></td>
<td>32,000</td>
<td>Can cast Raise Dead; Death and Status Change</td>
<td>Cray</td>
<td>Monster</td>
</tr>
<tr>
<td>Ouroboros</td>
<td>1</td>
<td>96</td>
<td>3</td>
<td>2</td>
<td></td>
<td>28,000</td>
<td>Resistance +2</td>
<td>Nina</td>
<td>Monster</td>
</tr>
<tr>
<td>PiercingEdge</td>
<td>1</td>
<td>72</td>
<td>3</td>
<td>5</td>
<td></td>
<td>7,200</td>
<td>Can cast Weaken</td>
<td>Ryu</td>
<td>Scias</td>
</tr>
<tr>
<td>Pointed Stick</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td></td>
<td>10</td>
<td></td>
<td>Nina</td>
<td>Shop</td>
</tr>
<tr>
<td>Power Glove</td>
<td>1</td>
<td>95</td>
<td>4</td>
<td>1</td>
<td></td>
<td>22,000</td>
<td>If target is below 25% life then Critical Hit +20%</td>
<td>Ershin</td>
<td>Monster</td>
</tr>
<tr>
<td>Quarterstaff</td>
<td>1</td>
<td>54</td>
<td>4</td>
<td>7</td>
<td></td>
<td>5,000</td>
<td></td>
<td>Cray</td>
<td>Shop</td>
</tr>
<tr>
<td>Raptor Claws</td>
<td>1</td>
<td>24</td>
<td>3</td>
<td>1</td>
<td>Wind</td>
<td>800</td>
<td></td>
<td>Ershin</td>
<td>Dungeon</td>
</tr>
<tr>
<td>Red Knuckles</td>
<td>1</td>
<td>12</td>
<td>2</td>
<td>1</td>
<td></td>
<td>200</td>
<td></td>
<td>Nina</td>
<td>Shop</td>
</tr>
<tr>
<td>Reed Baton</td>
<td>1</td>
<td>28</td>
<td>1</td>
<td>6</td>
<td>Water</td>
<td>1,600</td>
<td></td>
<td>Nina</td>
<td>Shop</td>
</tr>
<tr>
<td>Render</td>
<td>2</td>
<td>50</td>
<td>2</td>
<td>6</td>
<td></td>
<td>60,000</td>
<td></td>
<td>Scias</td>
<td>Manilla</td>
</tr>
<tr>
<td>Repeater</td>
<td>2</td>
<td>82</td>
<td>1</td>
<td>6</td>
<td></td>
<td>22,000</td>
<td></td>
<td>Ursula</td>
<td>Manilla</td>
</tr>
<tr>
<td>Rocket Punch</td>
<td>1</td>
<td>51</td>
<td>4</td>
<td>1</td>
<td></td>
<td>4,500</td>
<td></td>
<td>Ershin</td>
<td>Dungeon</td>
</tr>
<tr>
<td>Royal Sword</td>
<td>2</td>
<td>96</td>
<td>6</td>
<td>5</td>
<td>Holy</td>
<td>4,000</td>
<td></td>
<td>Nina</td>
<td>Manilla</td>
</tr>
<tr>
<td>Ruby Scepter</td>
<td>1</td>
<td>15</td>
<td>3</td>
<td>2</td>
<td>Fire</td>
<td>2,000</td>
<td></td>
<td>Nina</td>
<td>Shop</td>
</tr>
<tr>
<td>Rust_staff</td>
<td>1</td>
<td>72</td>
<td>2</td>
<td>2</td>
<td></td>
<td>8,000</td>
<td></td>
<td>Scias</td>
<td>Manilla</td>
</tr>
<tr>
<td>Rusted Sword</td>
<td>1</td>
<td>40</td>
<td>2</td>
<td>2</td>
<td></td>
<td>3,500</td>
<td></td>
<td>Ryu</td>
<td>Scias</td>
</tr>
<tr>
<td>Sage’s Staff</td>
<td>1</td>
<td>12</td>
<td>1</td>
<td>2</td>
<td></td>
<td>230</td>
<td></td>
<td>Ryu</td>
<td>Scias</td>
</tr>
<tr>
<td>Scattershot</td>
<td>1</td>
<td>55</td>
<td>1</td>
<td>4</td>
<td></td>
<td>3,600</td>
<td></td>
<td>Ursula</td>
<td>Start</td>
</tr>
<tr>
<td>Scramasax</td>
<td>2</td>
<td>13</td>
<td>1</td>
<td>2</td>
<td></td>
<td>1,200</td>
<td></td>
<td>Ryu</td>
<td>Scias</td>
</tr>
<tr>
<td>Short Sword</td>
<td>1</td>
<td>15</td>
<td>1</td>
<td>3</td>
<td></td>
<td>480</td>
<td></td>
<td>Ryu</td>
<td>Scias</td>
</tr>
<tr>
<td>Skull Staff</td>
<td>1</td>
<td>13</td>
<td>1</td>
<td>2</td>
<td></td>
<td>1,300</td>
<td></td>
<td>Nina</td>
<td>Monster</td>
</tr>
<tr>
<td>Slayer</td>
<td>2</td>
<td>80</td>
<td>2</td>
<td>4</td>
<td></td>
<td>40,000</td>
<td></td>
<td>Ryu</td>
<td>Scias</td>
</tr>
<tr>
<td>Slicer</td>
<td>2</td>
<td>78</td>
<td>3</td>
<td>4</td>
<td></td>
<td>20,000</td>
<td></td>
<td>Ryu</td>
<td>Scias</td>
</tr>
<tr>
<td>Sparkler</td>
<td>1</td>
<td>50</td>
<td>4</td>
<td>1</td>
<td>Fire</td>
<td>5,000</td>
<td></td>
<td>Nina</td>
<td>Shop</td>
</tr>
<tr>
<td>Spiked Rod</td>
<td>1</td>
<td>35</td>
<td>5</td>
<td>4</td>
<td></td>
<td>2,200</td>
<td></td>
<td>Cray</td>
<td>Shop</td>
</tr>
<tr>
<td>Steel Bat</td>
<td>1</td>
<td>25</td>
<td>3</td>
<td>5</td>
<td></td>
<td>1,000</td>
<td></td>
<td>Cray</td>
<td>Shop</td>
</tr>
<tr>
<td>Stone Club</td>
<td>1</td>
<td>65</td>
<td>4</td>
<td>6</td>
<td></td>
<td>7,000</td>
<td></td>
<td>Ershin</td>
<td>Monster</td>
</tr>
<tr>
<td>Stunner</td>
<td>1</td>
<td>70</td>
<td>4</td>
<td>1</td>
<td></td>
<td>7,700</td>
<td>25% chance of Stunning enemy</td>
<td>Scias</td>
<td>Shop</td>
</tr>
<tr>
<td>Taegum</td>
<td>2</td>
<td>36</td>
<td>1</td>
<td>4</td>
<td></td>
<td>3,000</td>
<td></td>
<td>Ershin</td>
<td>Dungeon</td>
</tr>
<tr>
<td>Toxic Claws</td>
<td>1</td>
<td>62</td>
<td>3</td>
<td>1</td>
<td>Wind</td>
<td>5,800</td>
<td>20% chance of Poisoning target</td>
<td>Nina</td>
<td>Shop</td>
</tr>
<tr>
<td>Wand of Air</td>
<td>1</td>
<td>38</td>
<td>2</td>
<td>1</td>
<td>Wind</td>
<td>4,800</td>
<td>Can cast Sever</td>
<td>Nina</td>
<td>Dungeon</td>
</tr>
<tr>
<td>WardingStaff</td>
<td>1</td>
<td>56</td>
<td>2</td>
<td>3</td>
<td></td>
<td>4,800</td>
<td>Magic Resistance +1</td>
<td>Nina</td>
<td>Shop</td>
</tr>
<tr>
<td>Weather Wand</td>
<td>1</td>
<td>48</td>
<td>2</td>
<td>2</td>
<td>Wind</td>
<td>5,000</td>
<td></td>
<td>Nina</td>
<td>Shop</td>
</tr>
</tbody>
</table>

### Armor

<table>
<thead>
<tr>
<th>Name</th>
<th>Defense</th>
<th>Weight</th>
<th>Cost</th>
<th>Notes</th>
<th>Ryu</th>
<th>Nina</th>
<th>Cray</th>
<th>Scias</th>
<th>Ursula</th>
<th>Ershin</th>
<th>Found</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amber Bplate</td>
<td>28</td>
<td>4</td>
<td>3,000</td>
<td>Holy Power +1</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Ursula Start</td>
</tr>
<tr>
<td>Angel’s Vest</td>
<td>94</td>
<td>4</td>
<td>25,000</td>
<td>Ranged Resistance +2</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Monster</td>
</tr>
<tr>
<td>Armored Vest</td>
<td>60</td>
<td>4</td>
<td>7,200</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Asbestos Armor</td>
<td>26</td>
<td>4</td>
<td>2,700</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
</tbody>
</table>

---

**Note:** The table provides information on various weapons, their attributes, and their effects. The armor section lists various pieces of armor with their defense, weight, cost, and notes. Each entry includes the resistance or effect it provides and the characters who can use it.
<table>
<thead>
<tr>
<th>Name</th>
<th>Defense</th>
<th>Weight</th>
<th>Cost</th>
<th>Ryu</th>
<th>Nina</th>
<th>Cray</th>
<th>Scias</th>
<th>Ursula</th>
<th>Ershin</th>
<th>Found</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blizzard Mail</td>
<td>66</td>
<td>6</td>
<td>9,300</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Booster</td>
<td>20</td>
<td>5</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Brigandine</td>
<td>55</td>
<td>5</td>
<td>4,800</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Burglar Garb</td>
<td>77</td>
<td>5</td>
<td>12,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Chain Cap</td>
<td>10</td>
<td>4</td>
<td>600</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Chaplom Plate</td>
<td>50</td>
<td>8</td>
<td>32,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Clothing</td>
<td>4</td>
<td>2</td>
<td>150</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Crepe Cape</td>
<td>12</td>
<td>2</td>
<td>730</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Cuirass</td>
<td>15</td>
<td>4</td>
<td>840</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Damascus Mail</td>
<td>88</td>
<td>6</td>
<td>23,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Defender</td>
<td>50</td>
<td>5</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Diana Dress</td>
<td>85</td>
<td>5</td>
<td>13,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Dragon Armor</td>
<td>96</td>
<td>8</td>
<td>58,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Earth Armor</td>
<td>50</td>
<td>5</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Earth Rig</td>
<td>50</td>
<td>5</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Fairy Dress</td>
<td>5</td>
<td>2</td>
<td>170</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Fighting Robe</td>
<td>23</td>
<td>3</td>
<td>2,500</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Fire Rig</td>
<td>50</td>
<td>5</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Flame Armor</td>
<td>50</td>
<td>5</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Force Armor</td>
<td>82</td>
<td>7</td>
<td>15,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Full Plate</td>
<td>47</td>
<td>8</td>
<td>6,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Garantua</td>
<td>25</td>
<td>8</td>
<td>None</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Gideon’s Garb</td>
<td>93</td>
<td>10</td>
<td>53,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Gravedigger</td>
<td>20</td>
<td>5</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Heavy Armor</td>
<td>40</td>
<td>10</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Holy Robe</td>
<td>64</td>
<td>4</td>
<td>8,200</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Hydro Armor</td>
<td>50</td>
<td>5</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Hydro Rig</td>
<td>50</td>
<td>5</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>King’s Armor</td>
<td>100</td>
<td>7</td>
<td>30,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Leather Armor</td>
<td>17</td>
<td>2</td>
<td>220</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Legg. Clothing</td>
<td>34</td>
<td>0</td>
<td>4,500</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Life Armor</td>
<td>90</td>
<td>9</td>
<td>50,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Light Armor</td>
<td>10</td>
<td>0</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Lightning</td>
<td>0</td>
<td>0</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Maelstrom</td>
<td>20</td>
<td>5</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Mage’s Robe</td>
<td>19</td>
<td>3</td>
<td>2,300</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Magm.a Armor</td>
<td>66</td>
<td>6</td>
<td>9,500</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Mainly Clothes</td>
<td>17</td>
<td>3</td>
<td>2,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Maid’s Armor</td>
<td>25</td>
<td>5</td>
<td>5,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Mist Armor</td>
<td>95</td>
<td>8</td>
<td>40,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Milthril Ring</td>
<td>50</td>
<td>15</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Milthril Armor</td>
<td>64</td>
<td>3</td>
<td>8,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Orihalcony</td>
<td>50</td>
<td>5</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Panzer</td>
<td>20</td>
<td>5</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Party Dress</td>
<td>25</td>
<td>4</td>
<td>2,500</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Phantom Dress</td>
<td>75</td>
<td>6</td>
<td>9,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Psychomter</td>
<td>20</td>
<td>5</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Quicksilver</td>
<td>30</td>
<td>3</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Ranger Garb</td>
<td>16</td>
<td>5</td>
<td>1,500</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Robe of Wind</td>
<td>14</td>
<td>0</td>
<td>6,500</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Royal Armor</td>
<td>102</td>
<td>8</td>
<td>None</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Sage’s Trock</td>
<td>50</td>
<td>4</td>
<td>7,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Scale Mail</td>
<td>20</td>
<td>5</td>
<td>2,100</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Short Skirt</td>
<td>32</td>
<td>1</td>
<td>3,200</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Silver Mail</td>
<td>54</td>
<td>5</td>
<td>6,800</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Spirit Armor</td>
<td>15</td>
<td>5</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Star Dress</td>
<td>92</td>
<td>6</td>
<td>58,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Steel Plate</td>
<td>17</td>
<td>3</td>
<td>1,500</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Stout Mail</td>
<td>50</td>
<td>5</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Waistcosh</td>
<td>8</td>
<td>2</td>
<td>520</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Wetsuit</td>
<td>50</td>
<td>7</td>
<td>3,500</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Whirlwind</td>
<td>50</td>
<td>5</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Wind Armor</td>
<td>50</td>
<td>5</td>
<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
<tr>
<td>Wolf Skin</td>
<td>72</td>
<td>4</td>
<td>9,500</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Can be made Shop</td>
</tr>
</tbody>
</table>
## Optional Equipment

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Defense</th>
<th>Weight</th>
<th>Notes</th>
<th>Cost</th>
<th>R/L</th>
<th>Nina</th>
<th>Cray</th>
<th>Scias</th>
<th>Ursale</th>
<th>Ershin</th>
<th>Found</th>
</tr>
</thead>
<tbody>
<tr>
<td>Artemis' Cap</td>
<td>Head</td>
<td>4</td>
<td>1</td>
<td>Accuracy +25%</td>
<td>6,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Astral Ward</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Magic Resist +2, Melee &amp; Ranged Resist -1</td>
<td>18,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Manillo</td>
</tr>
<tr>
<td>Aura Ring</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Mind Resistance +1</td>
<td>500</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Balance Ring</td>
<td>Head</td>
<td>4</td>
<td>2</td>
<td>Can't be Confused</td>
<td>3,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Bandana</td>
<td>Head</td>
<td>2</td>
<td>1</td>
<td></td>
<td>50</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Barrier Ring</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Mind Resistance +3</td>
<td>5,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Dungeon</td>
</tr>
<tr>
<td>Bell Collar</td>
<td>Boots</td>
<td>3</td>
<td>2</td>
<td>Increases chance of random combat</td>
<td>10,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Manillo</td>
</tr>
<tr>
<td>Body Ward</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Melee &amp; Ranged Resist +2, Magic Resist -1</td>
<td>18,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Manillo</td>
</tr>
<tr>
<td>Brass Helm</td>
<td>Head</td>
<td>3</td>
<td>2</td>
<td></td>
<td>90</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Broadsword</td>
<td>Head</td>
<td>7</td>
<td>2</td>
<td></td>
<td>380</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Buckler</td>
<td>Head</td>
<td>15</td>
<td>3</td>
<td></td>
<td>1,200</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Combat Boots</td>
<td>Boots</td>
<td>15</td>
<td>3</td>
<td></td>
<td>5,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Ursula start</td>
</tr>
<tr>
<td>Coupons</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Items are 20% cheaper in shops</td>
<td>2,500</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Manillo</td>
</tr>
<tr>
<td>Cupid's Lyre</td>
<td>Boots</td>
<td>3</td>
<td>1</td>
<td>Recover 10 HP each step or 50 HP each turn</td>
<td>15,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Damascus Helm</td>
<td>Head</td>
<td>19</td>
<td>4</td>
<td></td>
<td>11,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Demon's Helm</td>
<td>Head</td>
<td>12</td>
<td>3</td>
<td></td>
<td>1,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Diamond Ring</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Death Resistance +1</td>
<td>3,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Divine Helm</td>
<td>Head</td>
<td>14</td>
<td>4</td>
<td>Death Resistance Up</td>
<td>21,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Dungeon</td>
</tr>
<tr>
<td>Dragon Helm</td>
<td>Head</td>
<td>22</td>
<td>4</td>
<td>Mind, Status Change, and Death Resist +1</td>
<td>32,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Dungeon</td>
</tr>
<tr>
<td>Dragon Tear</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Protects against all Status Changes</td>
<td>50,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Manillo</td>
</tr>
<tr>
<td>Dream Ring</td>
<td>Head</td>
<td>7</td>
<td>2</td>
<td>Can't be put to Sleep</td>
<td>5,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Dress Shoes</td>
<td>Boots</td>
<td>10</td>
<td>0</td>
<td></td>
<td>800</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Earth Ward</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Earth Resistance +2</td>
<td>2,500</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Face Guard</td>
<td>Head</td>
<td>8</td>
<td>3</td>
<td>Fire Resistance +2</td>
<td>450</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Fire Ward</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Fire Resistance +2</td>
<td>2,500</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Glass Domino</td>
<td>Head</td>
<td>5</td>
<td>2</td>
<td></td>
<td>220</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Hairband</td>
<td>Head</td>
<td>1</td>
<td>1</td>
<td></td>
<td>50</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Harmonic Ring</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Chance of a Combo +10%</td>
<td>25,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Hawk's Ring</td>
<td>Head</td>
<td>5</td>
<td>1</td>
<td>Alertness +50%</td>
<td>6,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Manillo</td>
</tr>
<tr>
<td>Healing Ring</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Cures Status Changes by going to back row</td>
<td>18,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Manillo</td>
</tr>
<tr>
<td>Holy Mantle</td>
<td>Head</td>
<td>2</td>
<td>1</td>
<td>Decreases chance of random combat</td>
<td>12,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Manillo</td>
</tr>
<tr>
<td>Hunting Cap</td>
<td>Head</td>
<td>3</td>
<td>1</td>
<td>Chance to learn +40%</td>
<td>8,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Manillo</td>
</tr>
<tr>
<td>Ivory Bangle</td>
<td>Boots</td>
<td>9</td>
<td>1</td>
<td>Recover 30 HP each step or 150 HP each turn</td>
<td>55,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Life Sands</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Status Change Resistance</td>
<td>500</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Light Bangle</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Status Change Resistance +3</td>
<td>5,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Manillo</td>
</tr>
<tr>
<td>Long Boots</td>
<td>Boots</td>
<td>9</td>
<td>3</td>
<td>+5 Power and -5 Defense times the number of party members equipped with it</td>
<td>888</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Dungeon</td>
</tr>
<tr>
<td>Medallion</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>+5 Power and -5 Defense times the number of party members equipped with it</td>
<td>888</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Dungeon</td>
</tr>
<tr>
<td>Midas Stone</td>
<td>Ring</td>
<td>0</td>
<td>10</td>
<td>Increase Zenny won from battle 50%</td>
<td>5,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Poison Ward</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Can't be Poisoned</td>
<td>2,500</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Red Cap</td>
<td>Head</td>
<td>0</td>
<td>15</td>
<td>Chance of Counterattack +50%</td>
<td>None</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Ring of Clay</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Absorb Earth Attacks</td>
<td>10,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Ring of Fire</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Absorb Fire Attacks</td>
<td>10,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Ring of Ice</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Absorb Water Attacks</td>
<td>10,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Ring of Wind</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Absorb Wind Attacks</td>
<td>10,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Shaman's Ring</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>AP cost -25%</td>
<td>40,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Soul Gem</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Revives defeated character and breaks</td>
<td>1,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Soul Ring</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>AP Regulation +50%</td>
<td>30,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Spats</td>
<td>Boots</td>
<td>17</td>
<td>0</td>
<td></td>
<td>9,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Speed Boots</td>
<td>Boots</td>
<td>3</td>
<td>0</td>
<td>Agility +20%</td>
<td>4,500</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Spirit Ring</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>AP Regulation +100%</td>
<td>65,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Talisman</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Death Resistance +1</td>
<td>300</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Titan's Boots</td>
<td>Boots</td>
<td>6</td>
<td>3</td>
<td>Attack +10%</td>
<td>6,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Topaz Tear</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Critical Hit +5%</td>
<td>20</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>UV Goggles</td>
<td>Head</td>
<td>3</td>
<td>1</td>
<td>Greatly increase Healing Magic Power</td>
<td>45,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Manillo</td>
</tr>
<tr>
<td>Water Ward</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Water Resistance +2</td>
<td>2,500</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Wind Ward</td>
<td>Ring</td>
<td>0</td>
<td>0</td>
<td>Wind Resistance +2</td>
<td>2,500</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Winged Boots</td>
<td>Boots</td>
<td>4</td>
<td>0</td>
<td>Dodge +20%</td>
<td>7,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
<tr>
<td>Wisdom Ring</td>
<td>Head</td>
<td>3</td>
<td>2</td>
<td>Wisdom +20%</td>
<td>5,000</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Shop</td>
</tr>
</tbody>
</table>
More Than Just Strategy

Strategy:
Over 250 Fast Track Guides with many more to come — new online strategy every week.

News:
A daily digest of game industry news — our news area is the best place to start if you want to know what's new in games.

Game Worlds:
Our Game Worlds are dedicated to the most popular games and supported by our wealth of Fan Site Affiliates.
Extensive maps for all terrain types
Combo attacks revealed
Character abilities, spells, and weapons stats
Tips and tactics for mini games and puzzles
Locations of all treasures, armor, and weapons
Details on every aspect of fishing and village building